

"Play Date" 1014-149 Final Board



Date 05/30/13

Board Team Final

Network Approval Board

Record Board

X Animatic Scan Board

Conformed Board

Design Board 05/30/13

Final Board

Adventure Time Created by Pendleton Ward

Supervising Director Elizabeth Ito

Storyboard by Somvilay Xayaphone & Seo Kim

JUN 1 2 2013

[©] Cartoon Network, Copyright 2013, all rights reserved. This material is the property of The Cartoon Network Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manor except for production purposes and may not be sold or transferred.

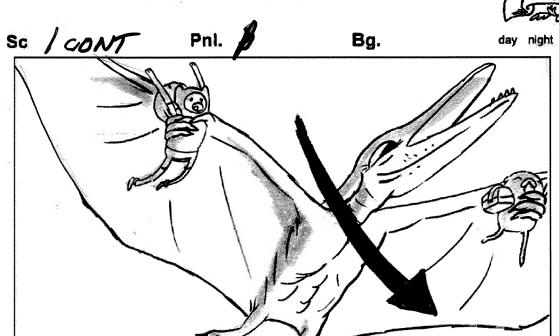
1018.

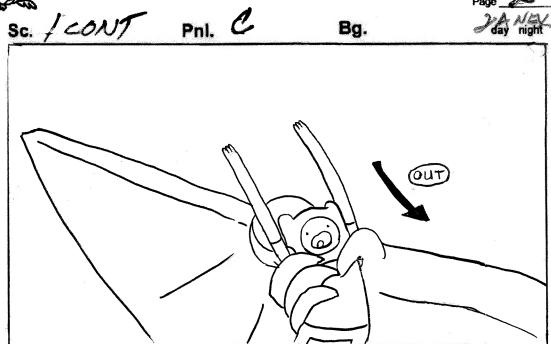


ADVENTURE TIME

Pnl. Sc. Bg. Pnl. 014 by Seo kim and somvilar Xaraphone written by Ward, Muto,
Osborne and Pendarvis. Dialog: Pterodactyl Carryons Fin & JAK JUN 1 2 2013 Action: Timing:







Dialog:

SFX: ** SCREECH **

Action: - PTERO DACTYL SWOOPS OFF/S.

JUN 1 2 2013

Production:

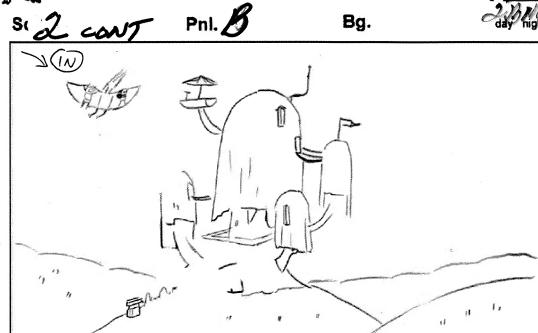
Dialog:



ADVENTURE TIME



Pnl. A Bg.



Action: - PTERODACTYL - Pterodactyl treehouse. lands in front of JUN 1 2 2013 Timing:

Production:

1014.1.9



Sc 2 CONT Pol. C Pnl. Bg. Bg. Sc.

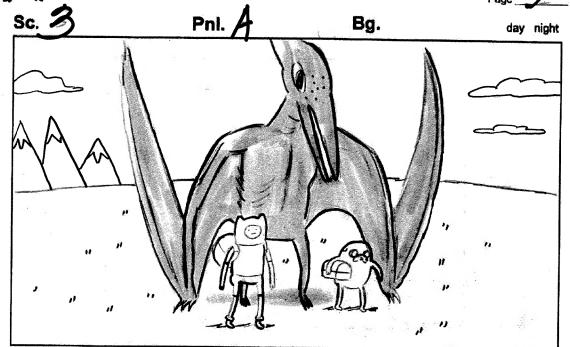
M1-1
Dialog

49

Action: - PTERODACTYL SWOOPS OFFIS, - Pterodactyl lands in front of treehouse. JUN 1 2 2013

Timing:

Production:



Action:

Timing:

Pterodactyl: (LINE) Snf, gentlemen ... JUN 1 2 2013

AL

Production:

1014-

1814-149

Bg.

SI 3 CONT POIL B

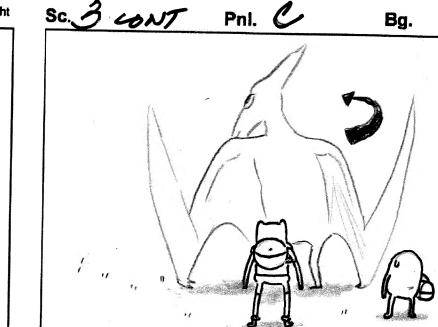


BG-SA

Sc. 3 CONT Pril. C day night Bg.



BG -5A



1014-149

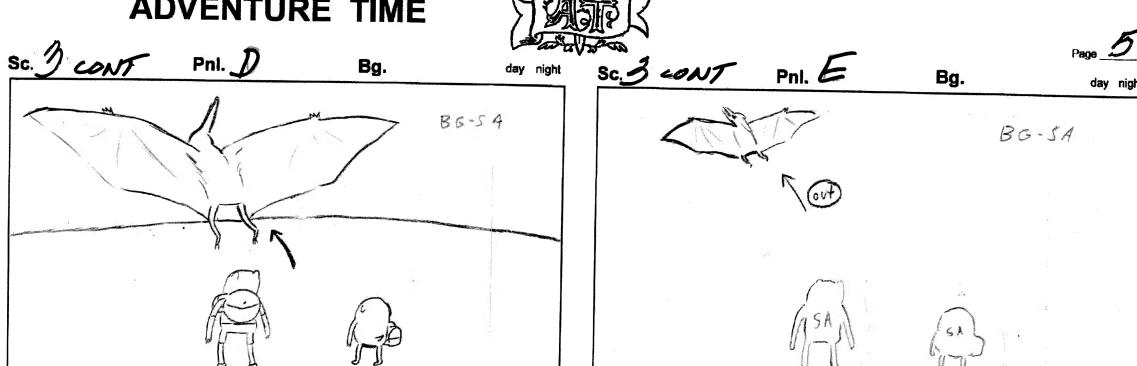
EPISODE#



1014 49

0







EPISODE#



Pnl. Bg.

Sc. 3 CONT Pol. F B6-54

Dialog:

JUN 1 2 2013

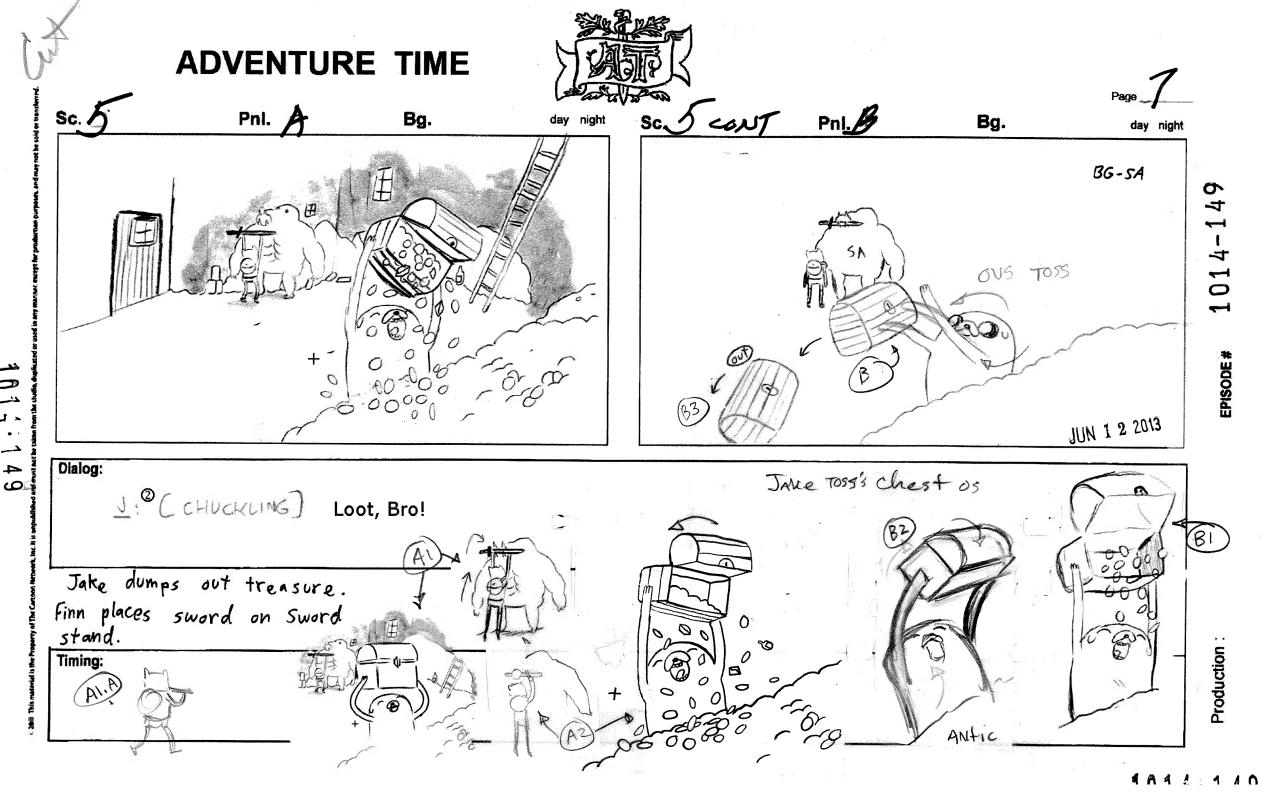
Action:

- F+J run into treehouse.

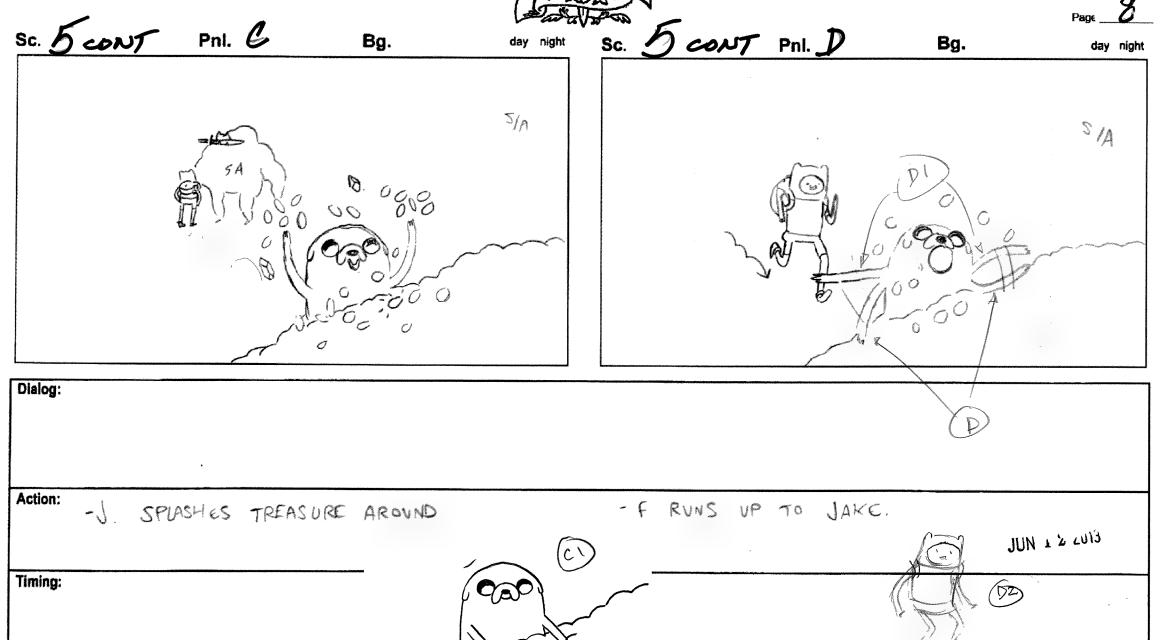
Timing:



EPISODE#







Production:



Sc. 5 cont Pril. E Bg.

Sc.	5 CONT POILF	Bg.	day	night
	4			
			,	
		15		
		fu /	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	~

Dialog:

F+J: Gear dumped, Bro!

Action:

TURNS AROUND.

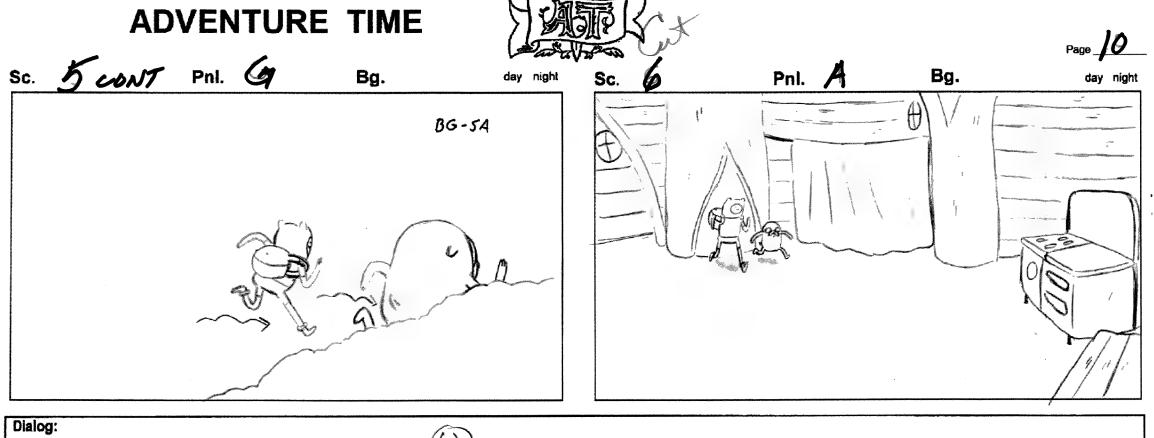
Timing:

Production:

EPISODE#

1014.149

JUN 1 2 2013



Dialog:

Action: -F+J RUN OFF:S.

JUN 1 2 2013

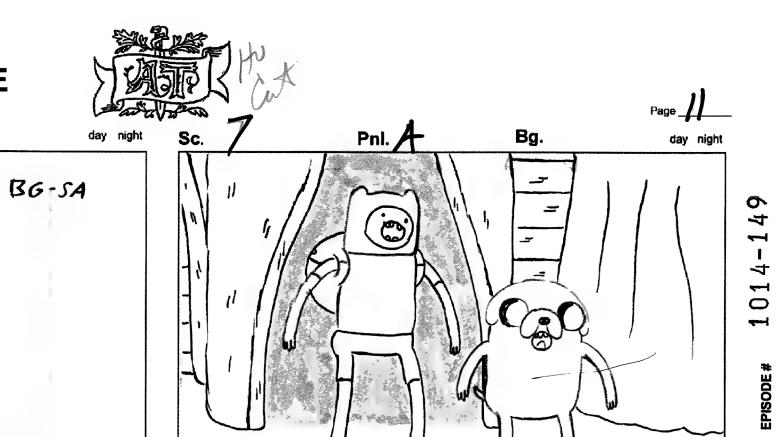
Production:

EPISODE#

Timing:

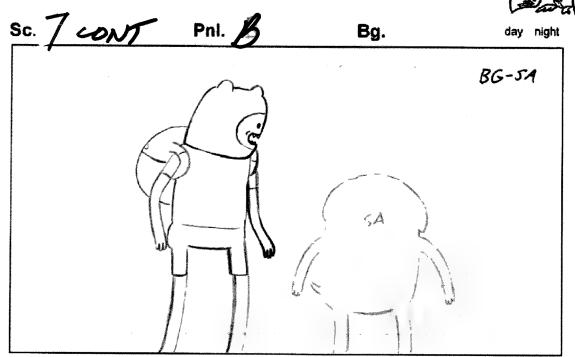
ADVENTURE TIME Sc. 6 CONT PNB

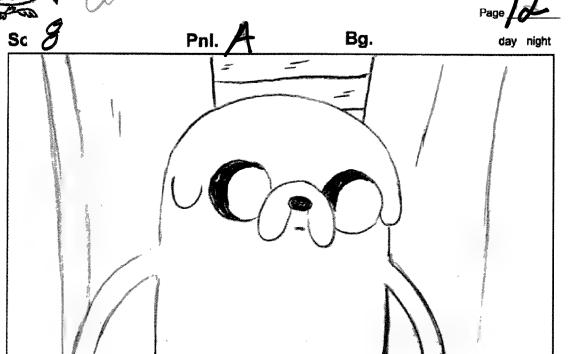
Bg.



Dialog:	[NO DIALOG]	
Action:	- F+3 STAND W/ MOUTHS AGAR	
		JUN 1 2 2013



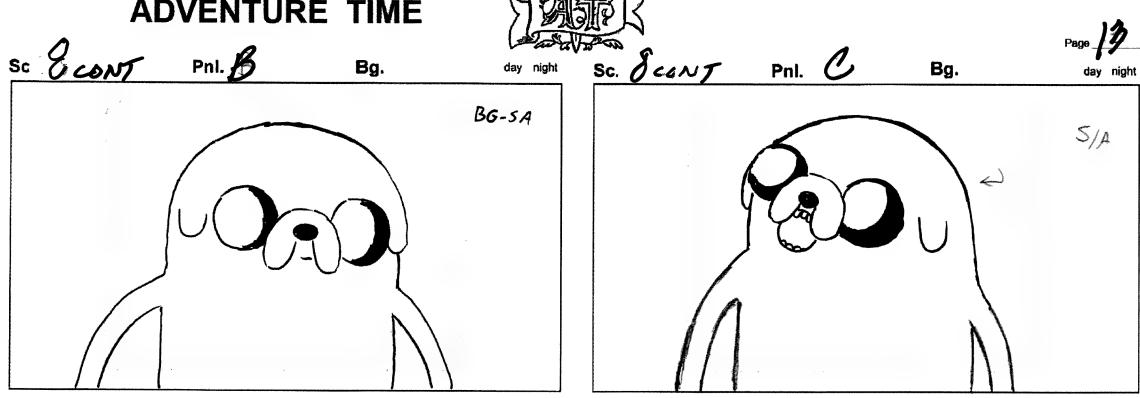




Dialog:	<u>F</u> :	How	about	this	room, BRO?		(A)			
Action:								looks	around. JUN 122013	**************************************
Timing:										

Production





Dialog: Looks like a brolicious room to relax in and play video games...bro. Action:

Timing:

Production:

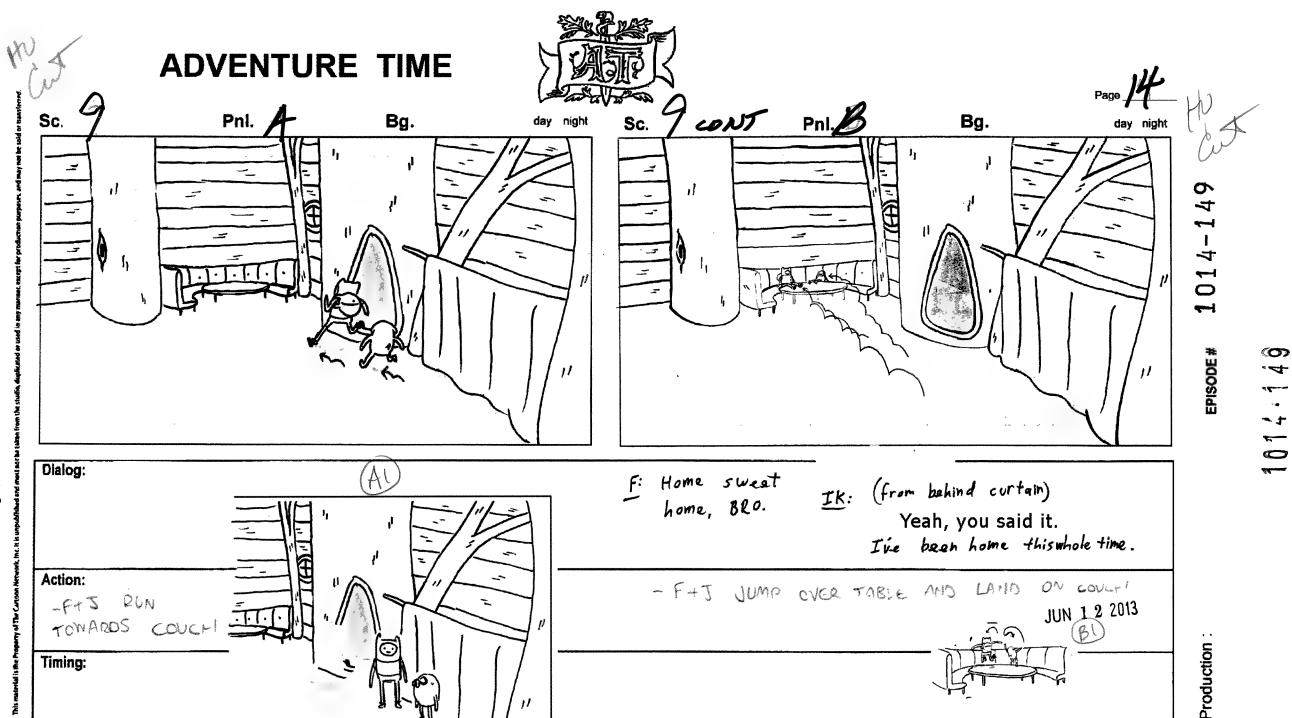
01

EPISODE#

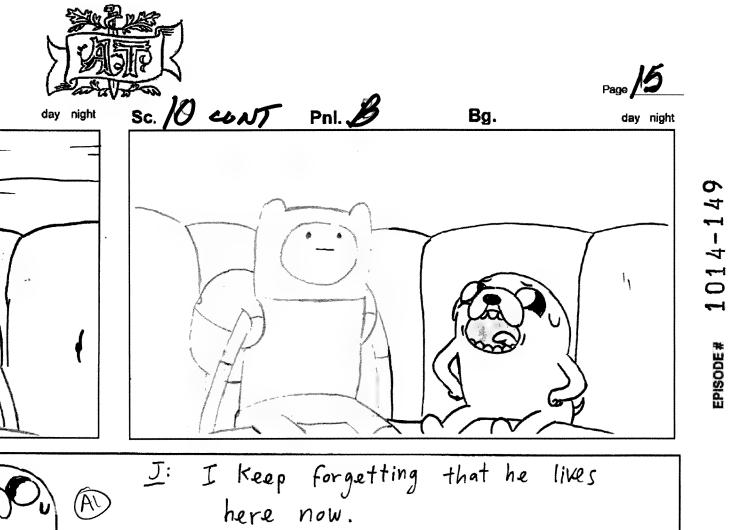
(0)

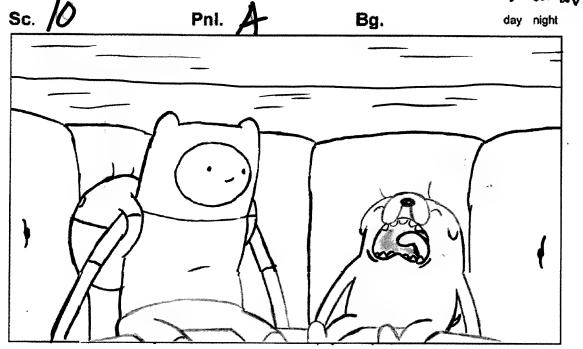
JUN 1 2 2013





1014.119





Action:

Dialog:

J: [GROANS]

Timing:

Production:

1014-149

JUN 1 2 2013

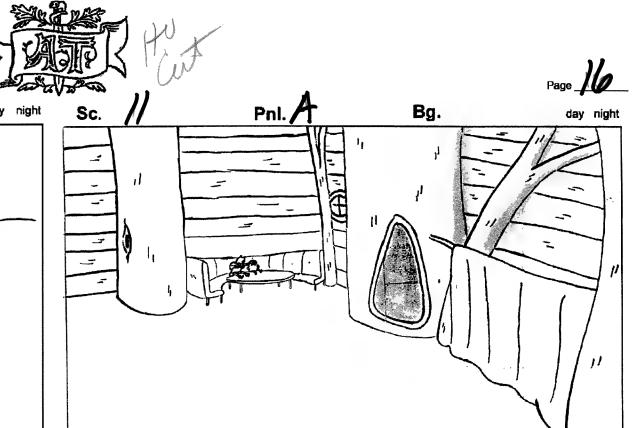
Timing:

Dialog: F: (whispering) Just until Gunter finishes rebuilding the ice kingdom. Action:

ADVENTURE TIME

Bg.

Sc. 10 cont Pnl. C



JUN 1 2 2013

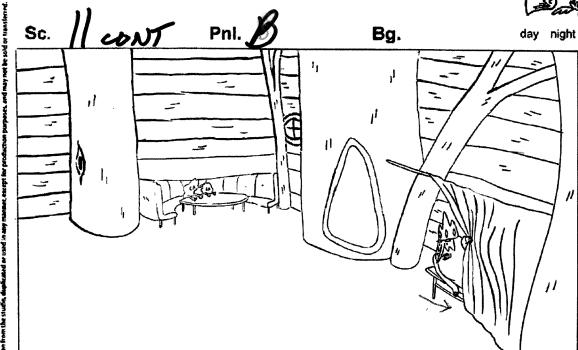
1014:149

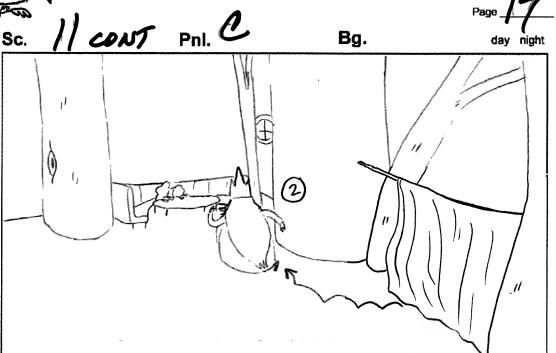
014

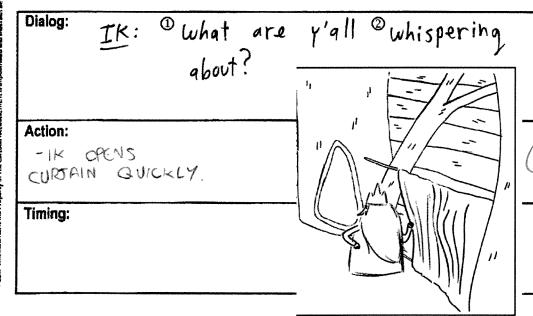
EPISODE#

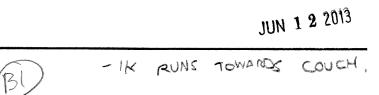
ADVENTURE TIME

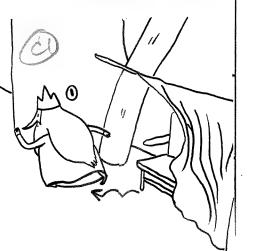












Production

Pnl. A



Sc. 12 cont PnlB Bg. Bg. day night $2^{\setminus V}$

Dialog:			
			,

Action: - IK LEAPS ON/S.

JUN 1 2 2013

Production:

49

EPISODE#

(O.



Sc. 12 cont Pnl. Bg. day night

Sc. 12 cont Pnl. D Bg. day night

SA





1014.149

Production:

0

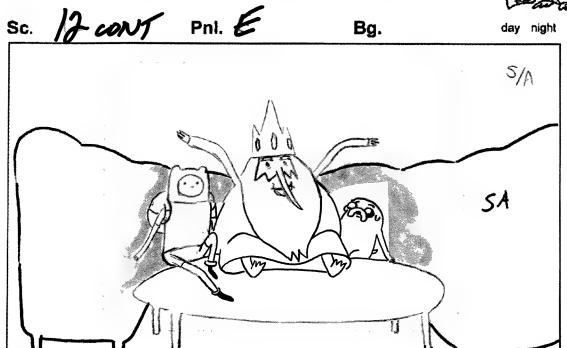
4

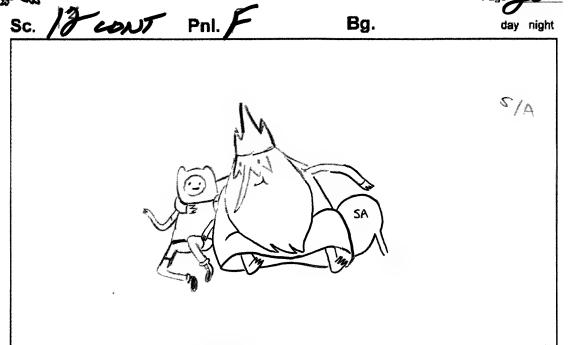
0

EPISODE #

101







Dialog: Ik: ex-squeeze me.

J: Ice k;-

Action: Ik turns head.

— Ik put arms around Finn.

Ik turns to look at Jake

JUN 1 2 2013

Timing:

Production:

0

Action:

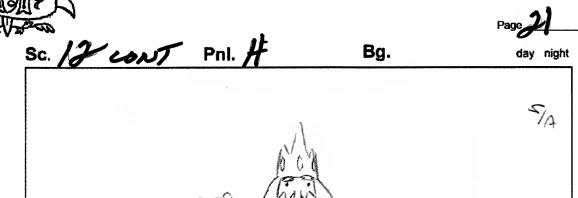
Timing:

EPISODE#

ADVENTURE TIME



Sc. 12 cont Pnl. G Bg. SIA

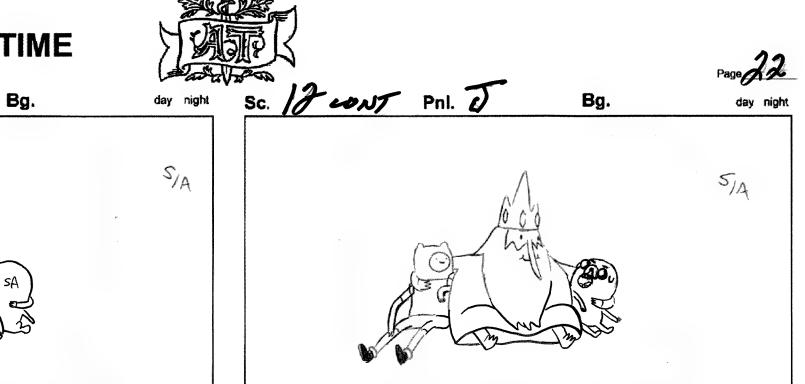


Dialog: -ng, we've told

J: you a thousand times, this couch ain't for coddling.

JUN 1 2 2013

Production:



Dialog: Ik: Sure it is.

Sc. Bust Pnl. I

J: It isn't!

JUN 1 2 2013

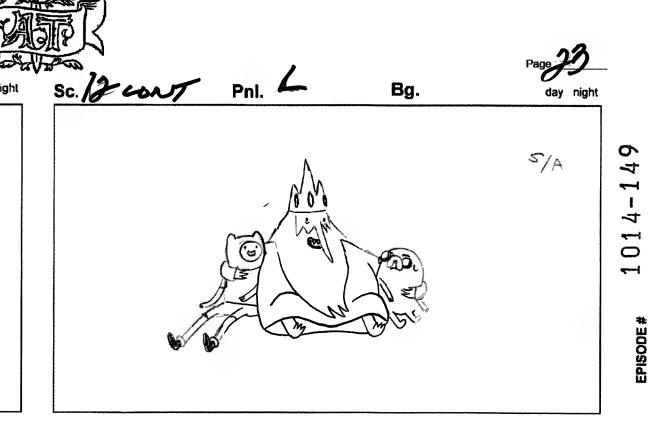
Timing:

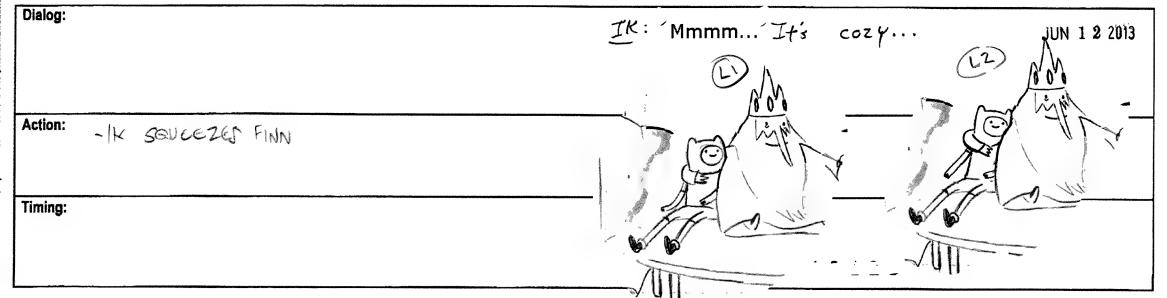
Action:

Production:

EPISODE #

ADVENTURE TIME Sc. 12 cont Pnl. K Bg. SIA





1014.149

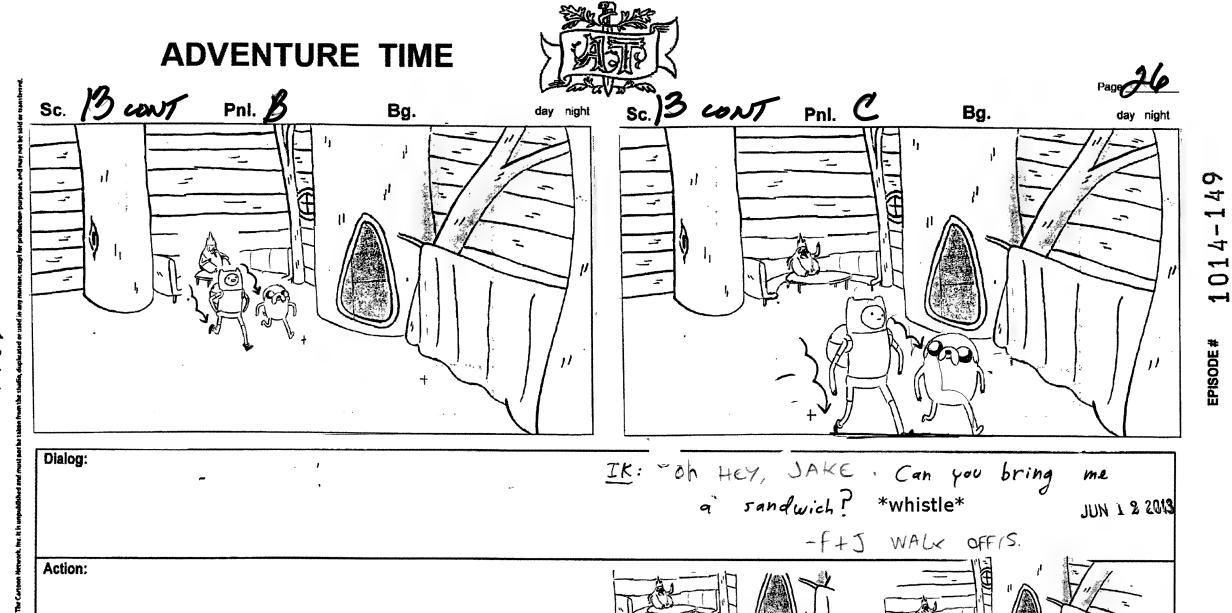
-4
o
•
ه.
! > <u>~</u>
ဖ

	ADVENTURE	E TIME		颤				Page 24	
Sc. 12 w	WY Pnl. M	Bg.	day night	Sc. B	cour Pni	. N	Bg.	day night	
	W Colo	SA STATE OF THE ST	SIA			The same of the sa	SA	SIA	EPISODE # 1014-149
Dialog: F:	It's not that	bad, Jake.		Ik:	See?				
Action:		Looks DEN					JUN	1 2 2013	;.
Timing:		(Production:

1014-149

ADVENTURE TIME Sc. 12 war Pnl. 10' Bg. Bg. Pnl. Dialog: J. [GROANS] Finn? Can I speak to you in the kitchen. "O Action: JUN 1 2 2013 Timing:

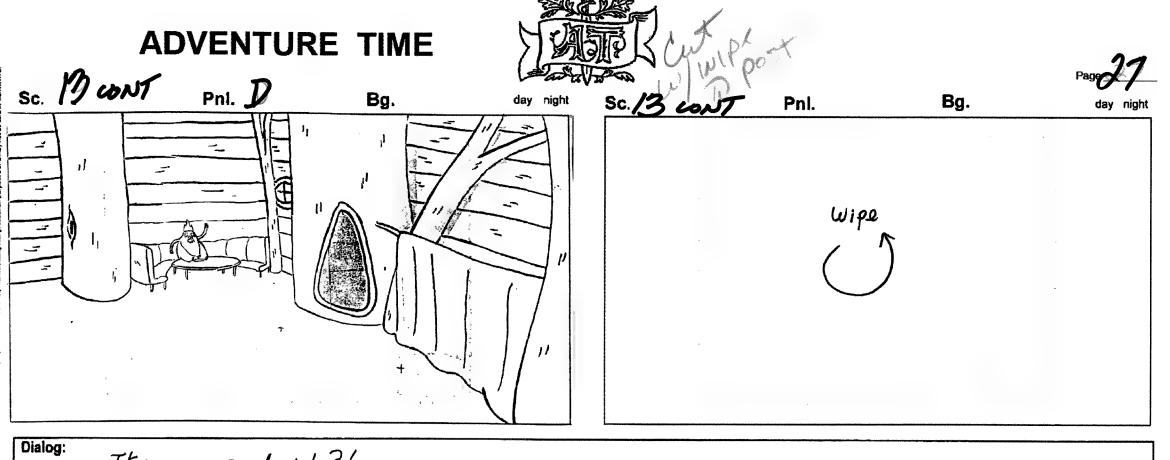
Timing:



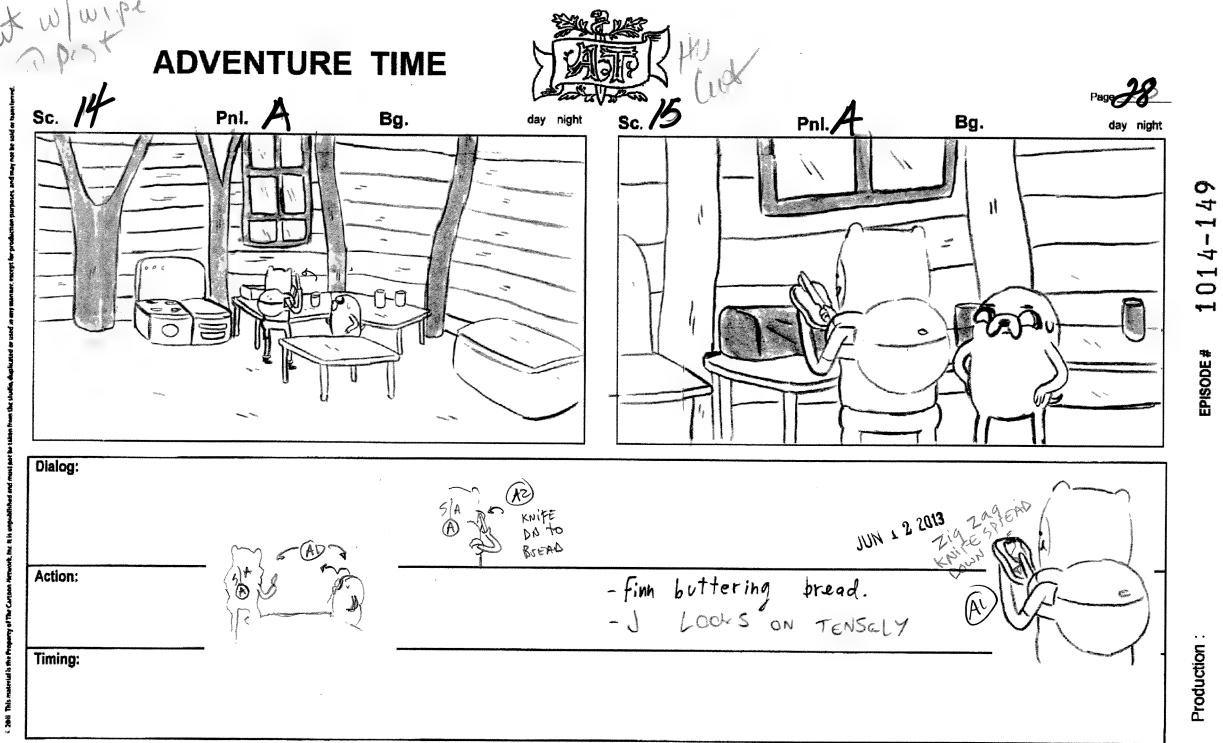
1014 - 149

Production:

EPISODE#



<u> 7k</u> :	sandwich !!	
Action:		
		JUN 1 2 2013
Timing:		



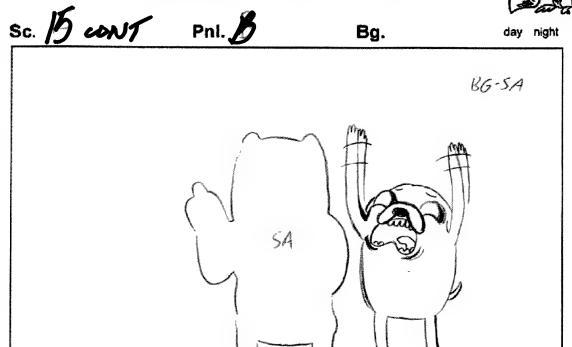
Production:

ADVENTURE TIME

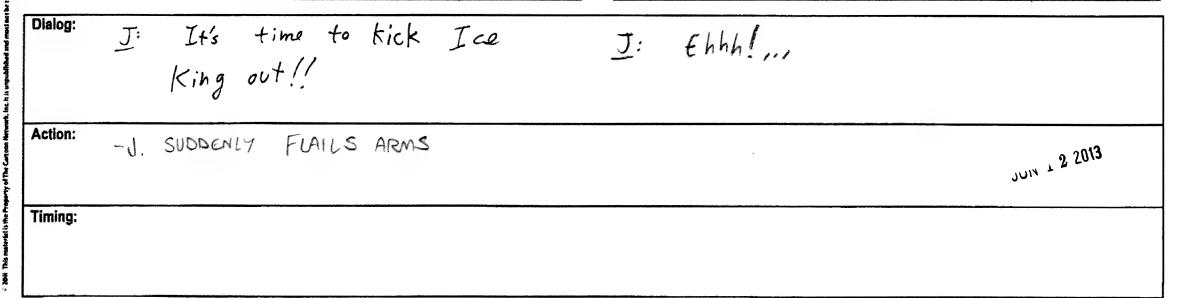




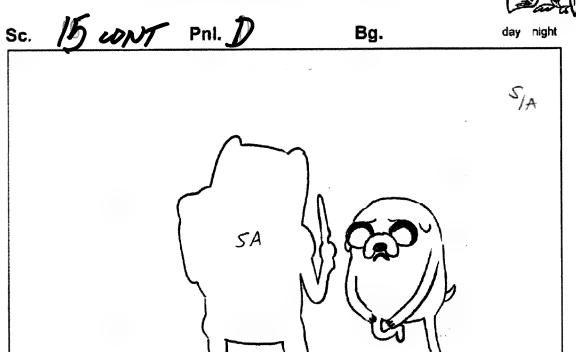


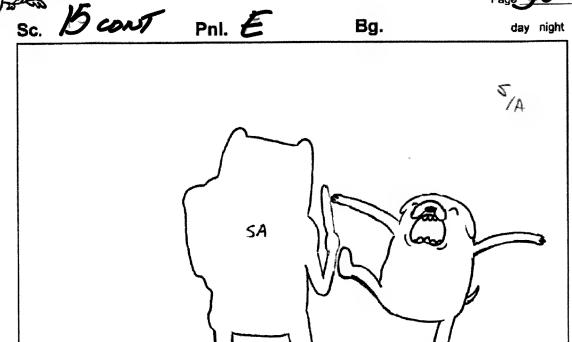


Sc. 15 cont Pol. C









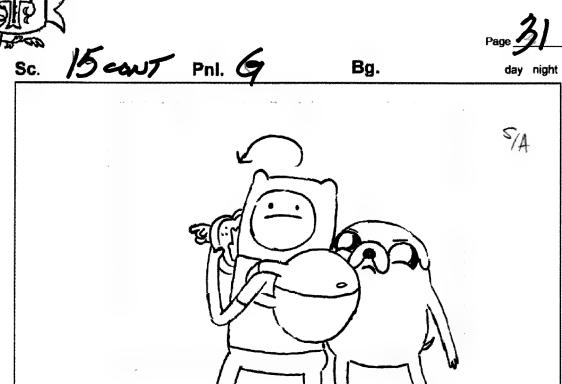
Dialog: Jake pantomimes kicking Ice king out. Action: JUN 1 2 2013 Timing:

Production:

EPISODE#

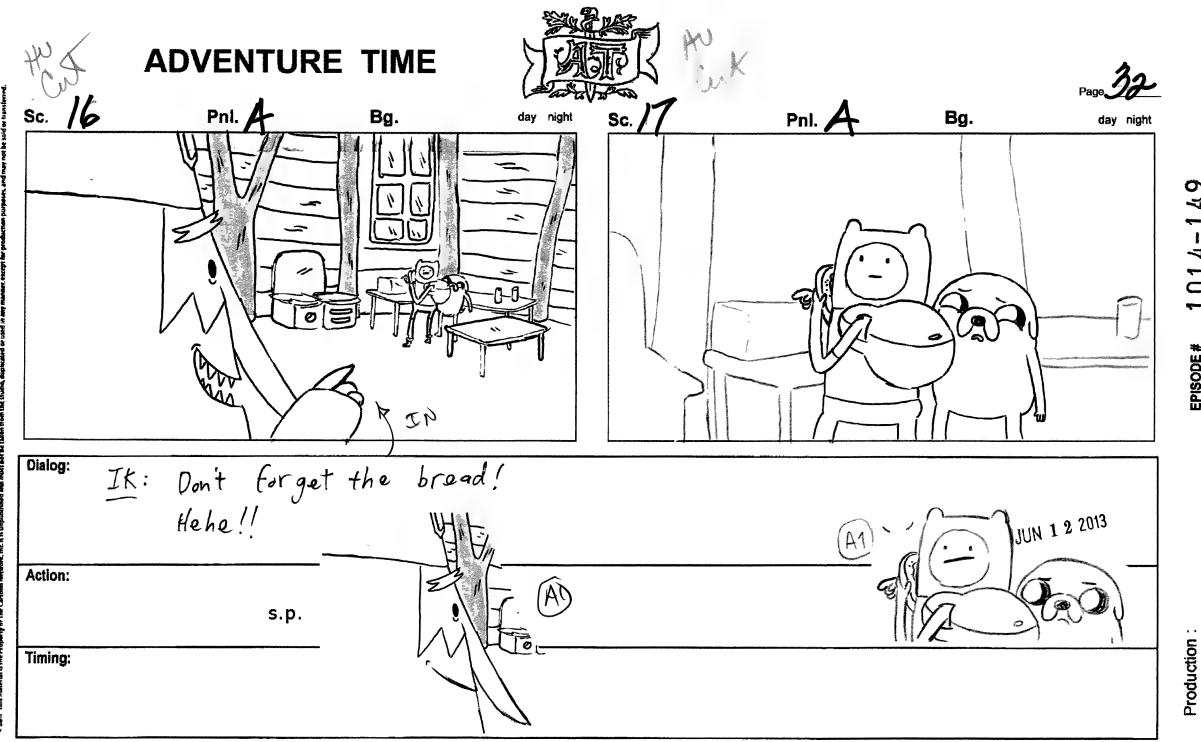
ADVENTURE TIME Sc. 6 conf Pni. F Bg.

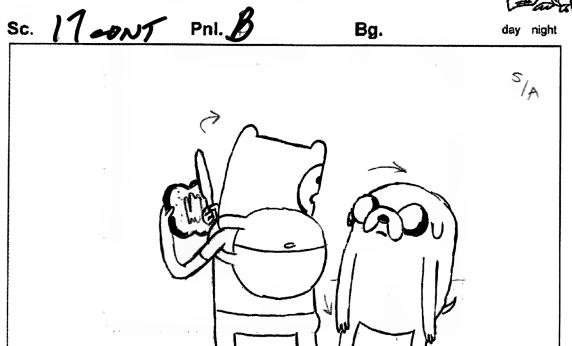


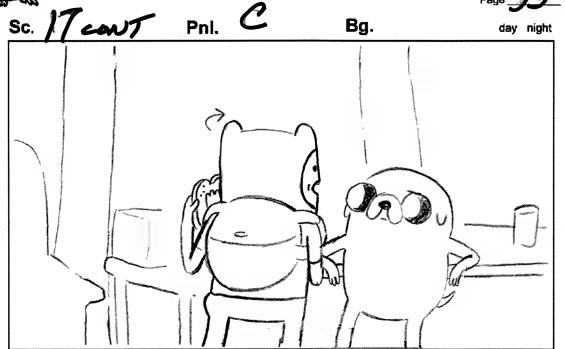


Dialog:		
Action: - Jake points.	Finn turns head.	
Timing:		UN 1 2 2013

Production







Dialog:	E:	Look	J	hear	You,	but
		we	can't	Rick	him ou	<i>†</i> .

F: Because I still feel guilty about junking up his crib.

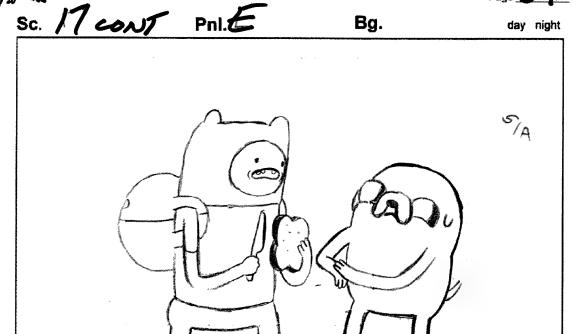
Action:	- F.	TURNS	JUN 1 2 2013

Timing:



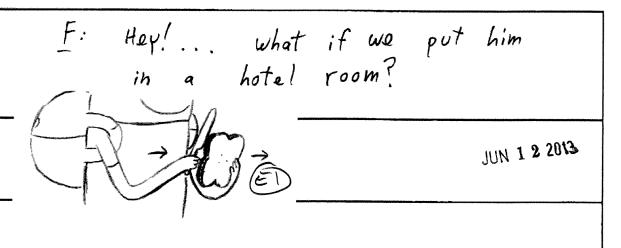
Page 34

Sc. 17 cons PniD Bg. day night



Action: finn +hinks.

Timing:

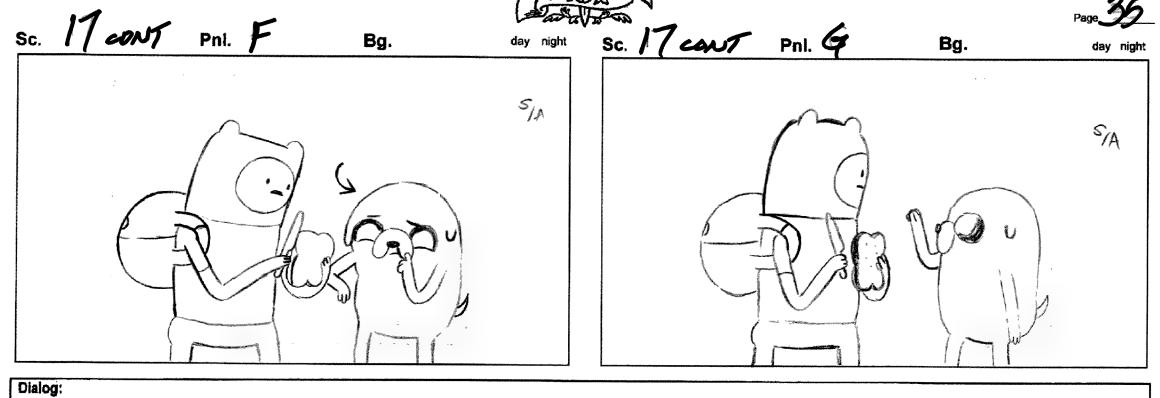


1014-1

EPISODE #

Production:





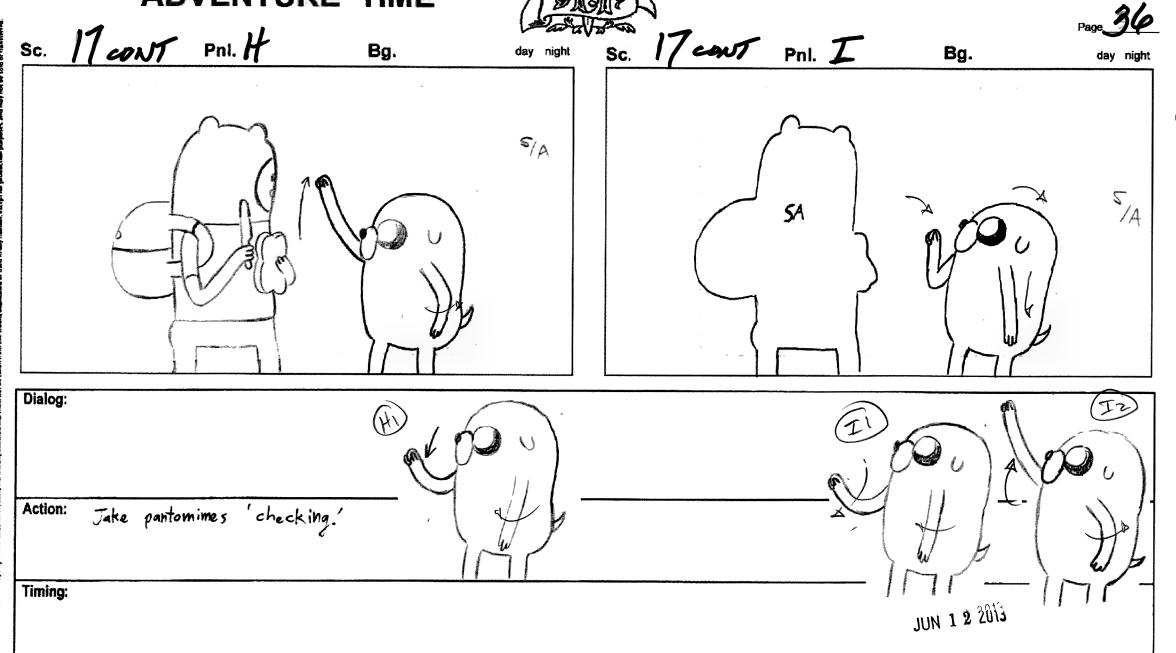
ı	
7	
	
0	
~	
44:	
SODE	
ŏ	
Ś	
ō.	
ш	

J: HMM. Action: JUN 1 2 2013 Timing:

Production:





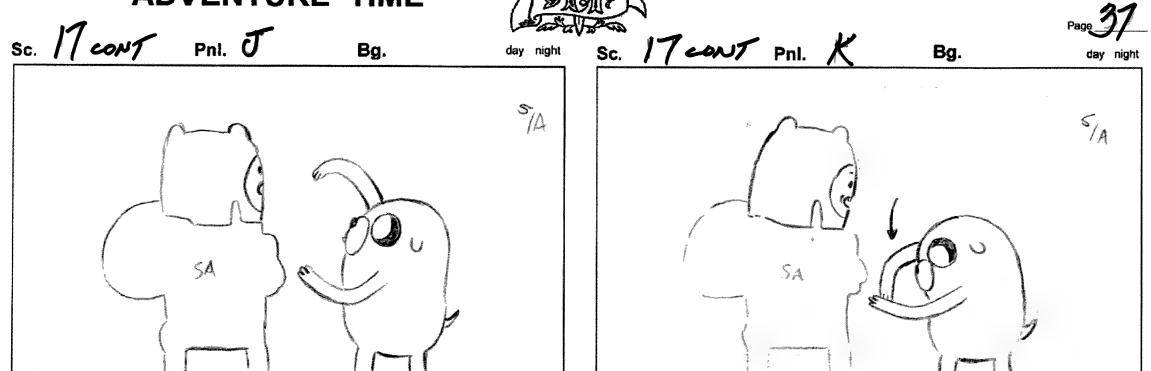


1014-149

0







Sc.	/ CONT Pnl. Rg.	day night
		SIA
	The state of the s	
	SA PROPERTY.	

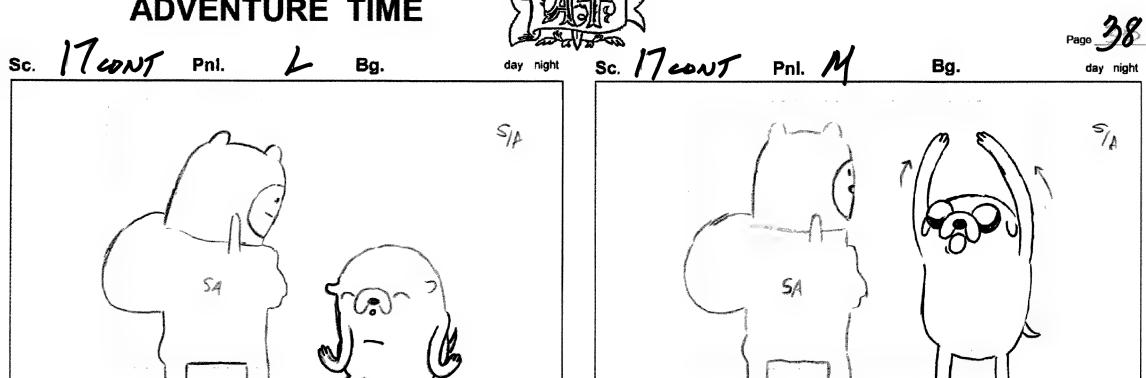
Dialog:	

Action: (into)

JUN 1 2 2013 Timing:

EPISODE#



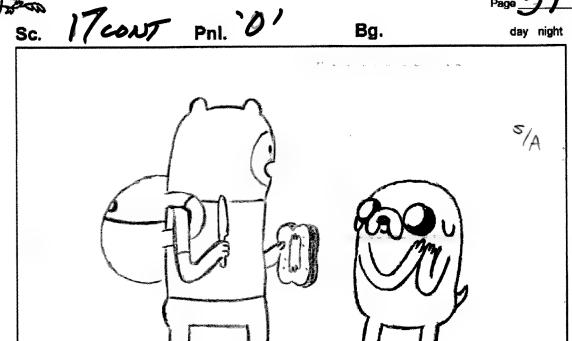


Dialog:		
Action:	(hotel)	
	(10121)	
		JUN 1 2 2013
Timing:		





Sc. MONT Pol. N SIA



Dialog:		F:	What's	that?	
	•				
Action:	(room)				
					JUN 1 2 2013
Timing:					

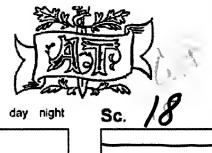
Production:

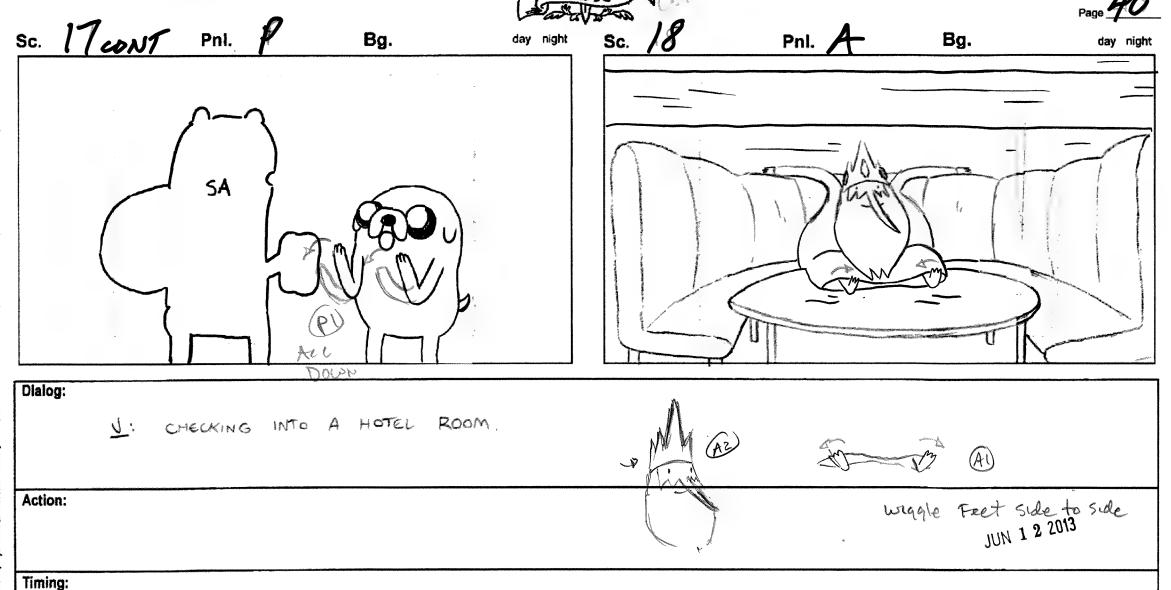
EPISODE#

EPISODE#

Production:

ADVENTURE TIME



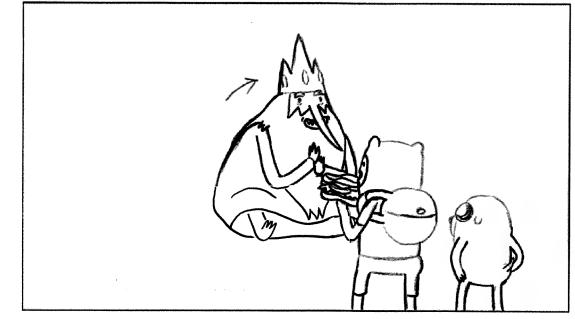


1014 - 1 / 9

Timing:



ADVENTURE TIME Sc. 18 CONT Pol. B Sc. /BCONT Pol. C Bg. Bg. SA



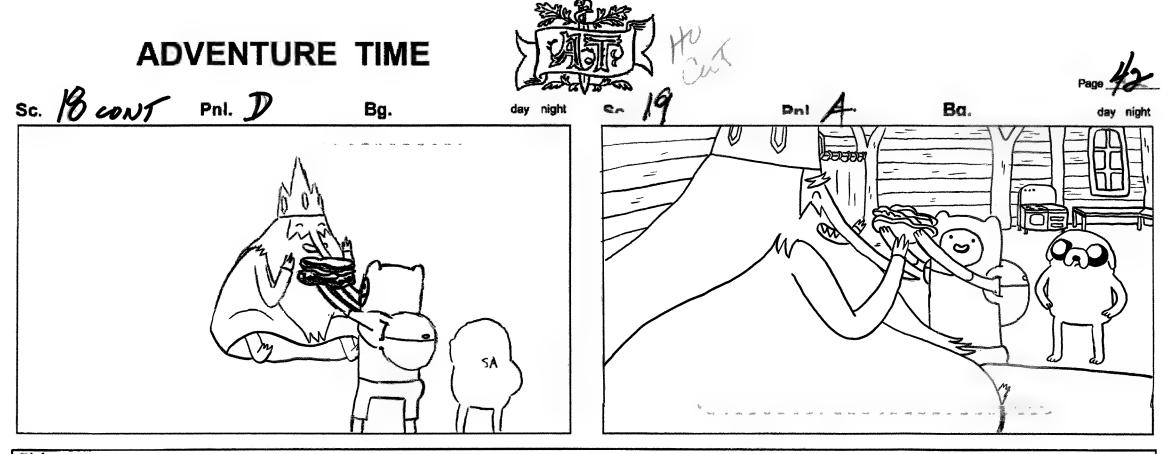
Dialog: IK: Ooh! Sandwich time!

Action: IK rubbing hands. JUN = 2 2013 - FTS WALK ON/S.

4

0

EPISODE#



Dialog:		
Action:	-F HOLDS SANDNEH UP TO IK.	
		JUN 1 2 2013
Timing:		

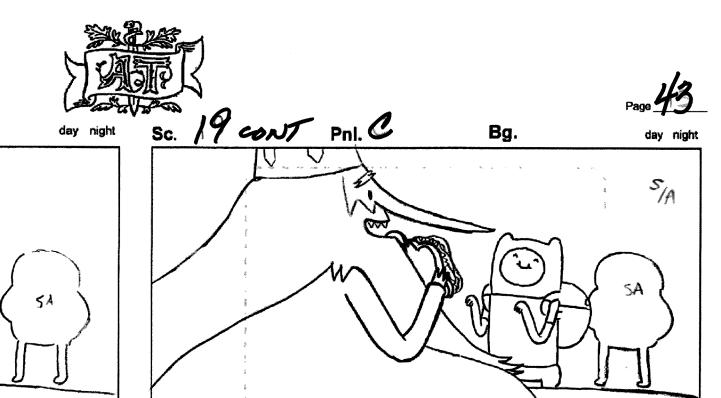
Drodumion

EPISODE#

ADVENTURE TIME

Bg.

19 cont Pni. B



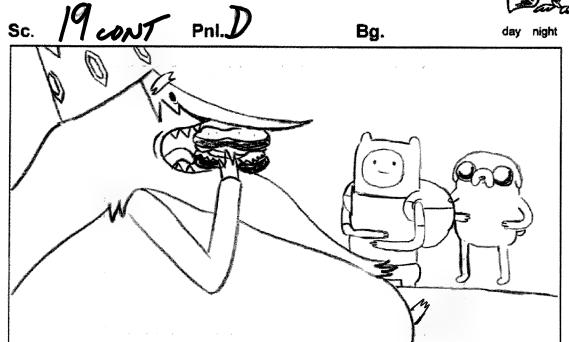
Į:			
		·	
*			
•	IK TAKES SANDWICH		JUN 1 2 20

EPISODE#

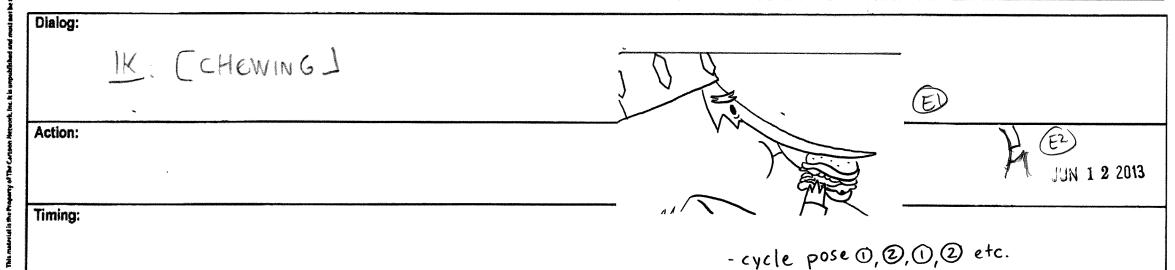




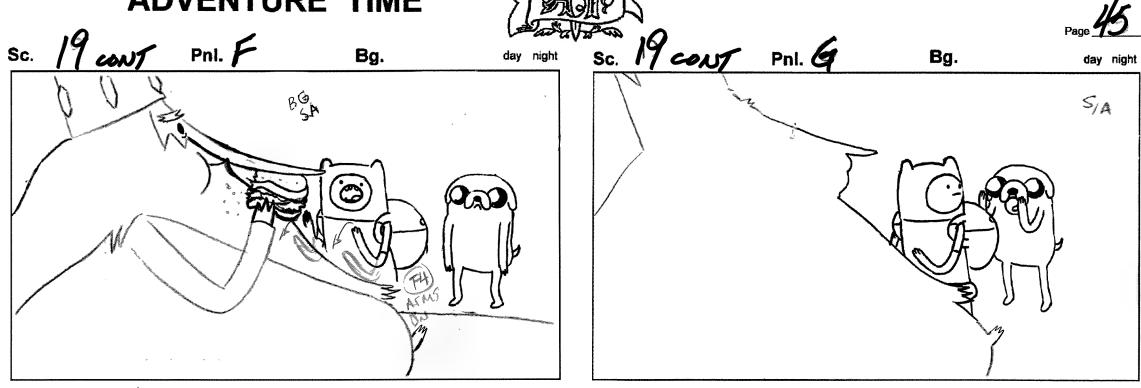
Page 444



Sc. 19 cont Pnl.E Bg. day night

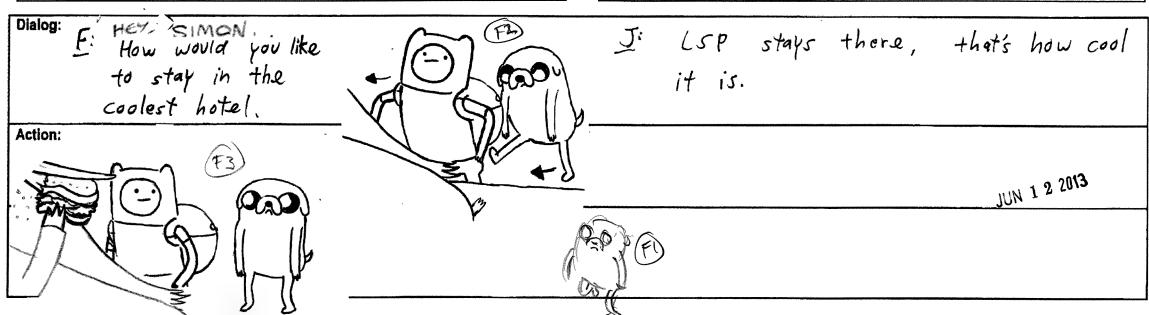






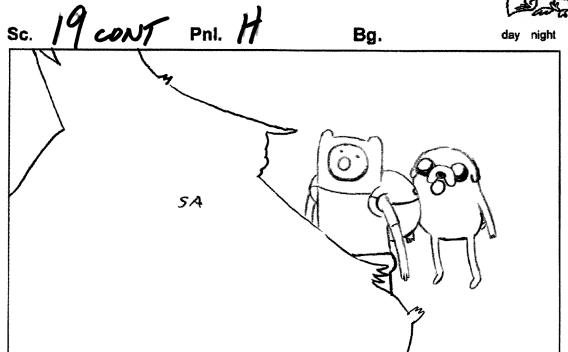
EPISODE#

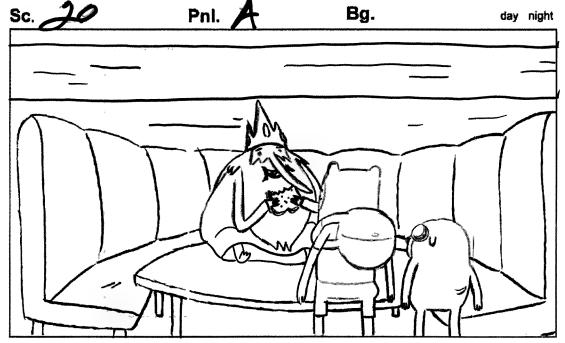
CO



Production:







Dialog:	<u>f+J</u> :	_	,ll even weeks,	put your until	ou up	for a place
		15	ready.			
Action:			J			

Ik: Ah, But that sounds lonely.

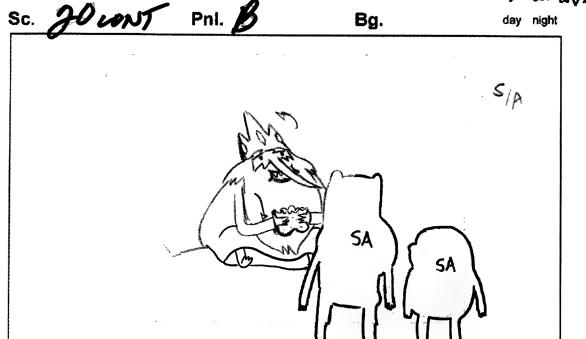
221, 7 3 5013

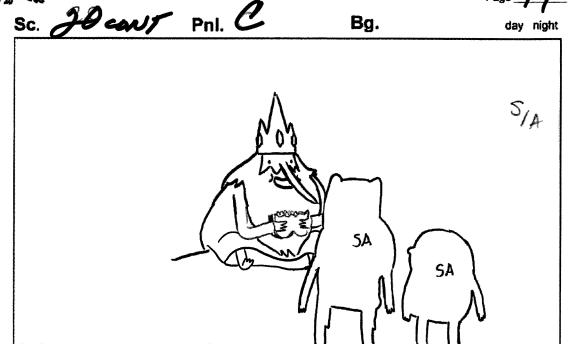
Timing:

Production:



Page 47





Dialog: IK: I'd just like to stay here with you guys...

Ik: Having roommates is nice,
-keeps me out of my head.
Gunther only says wank.

Action:

Timing:



oduction

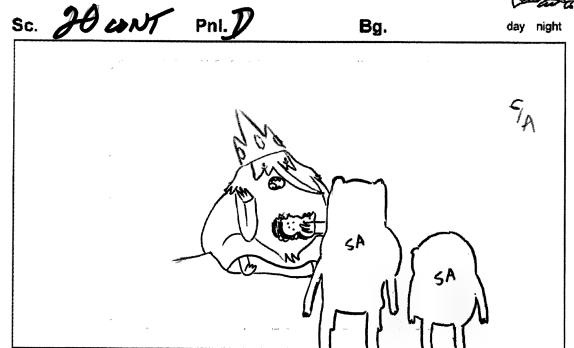
1 4

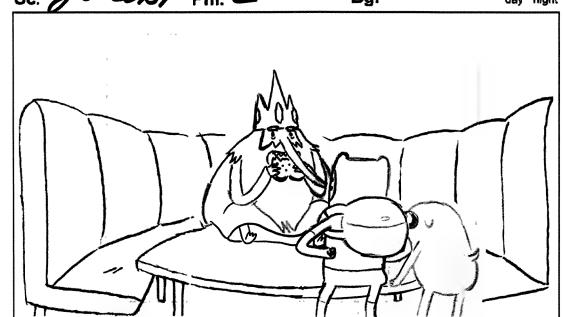
ဖ

ADVENTURE TIME



Sc. 20 CONT Pol. E Bg. day night





Dialog:	<u>Ik</u> :	what	is	υp	with	that!
				•		

Action: JUN 1 2 2013

Timing:

Production:

EPISODE#

9

Timing:

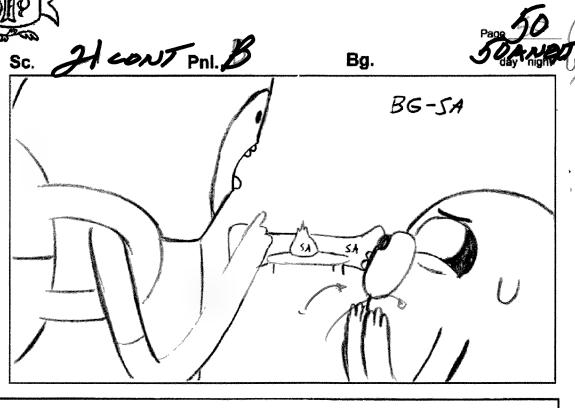


Sc. DeoNT Pol. G Bg.

9

EPISODE#





JUN 1 2 2013

Production:

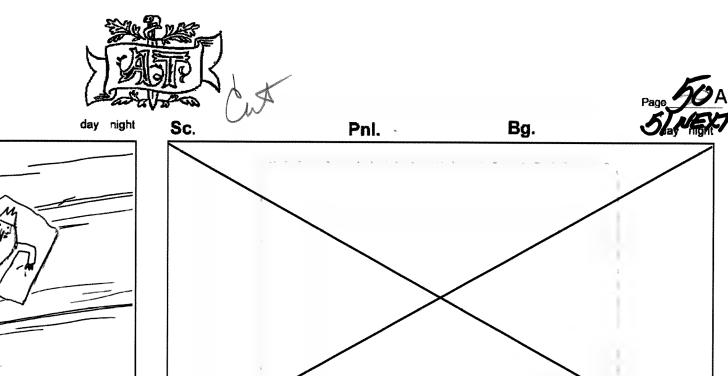
1014.149

0

& JAKE & ICE KING

Bg.

Pnl. 🧸



TIMELESS Dialog: SΑ Action: JUN 1 2 2013 Timing: 1014.119

0 4 9

01

EPISODE #

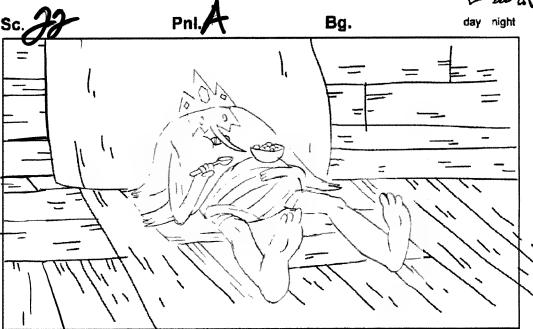
Production:

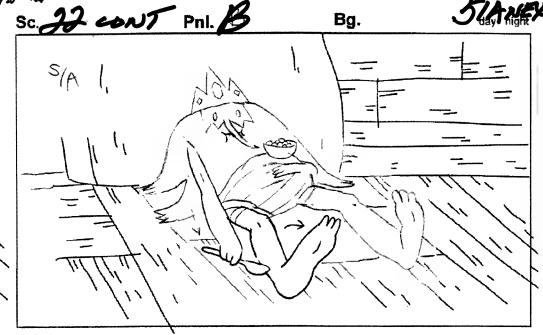


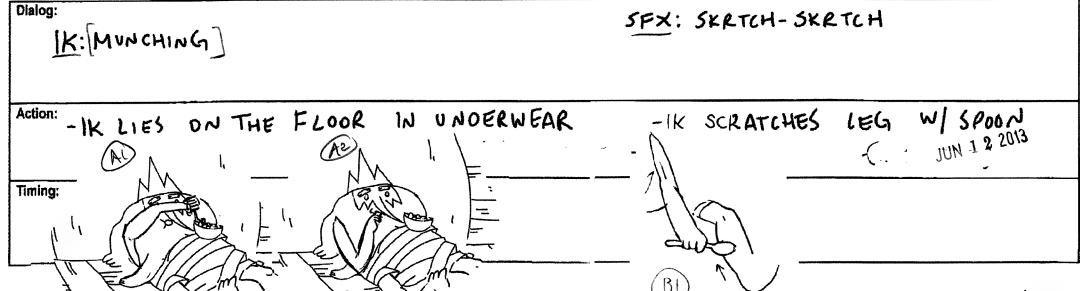


51 ANGENT COST

1014-







Production:

HUX W

ADVENTURE TIME



Sc. Pnl. Bg. day right Sc. 224 Pnl. B Bg.

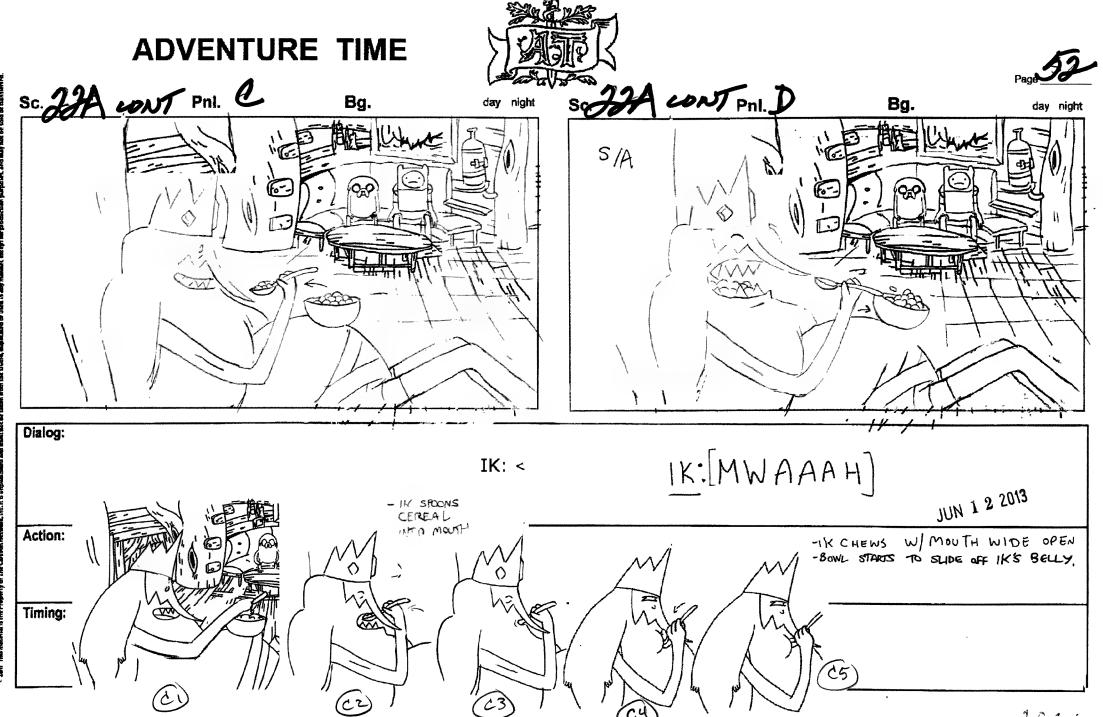
Dialog:	(NO Prose)
Action:	- IK PUTS SPAON INTO CEREAL BOWL. - IK BENDS KNEES MORE. JUN 1 2 2013
Timing:	FIN / JAK WHICH IN DISTANCE

Production:

1014-149

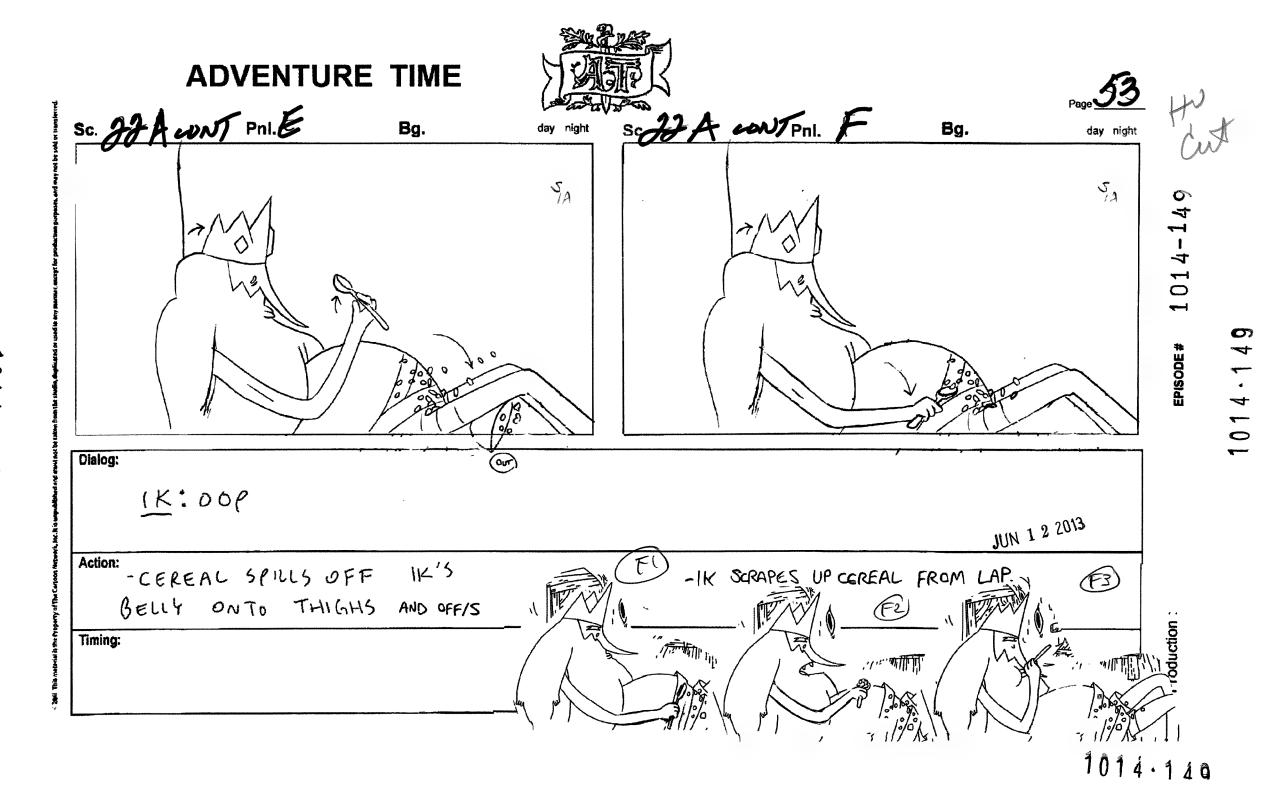
1014-14

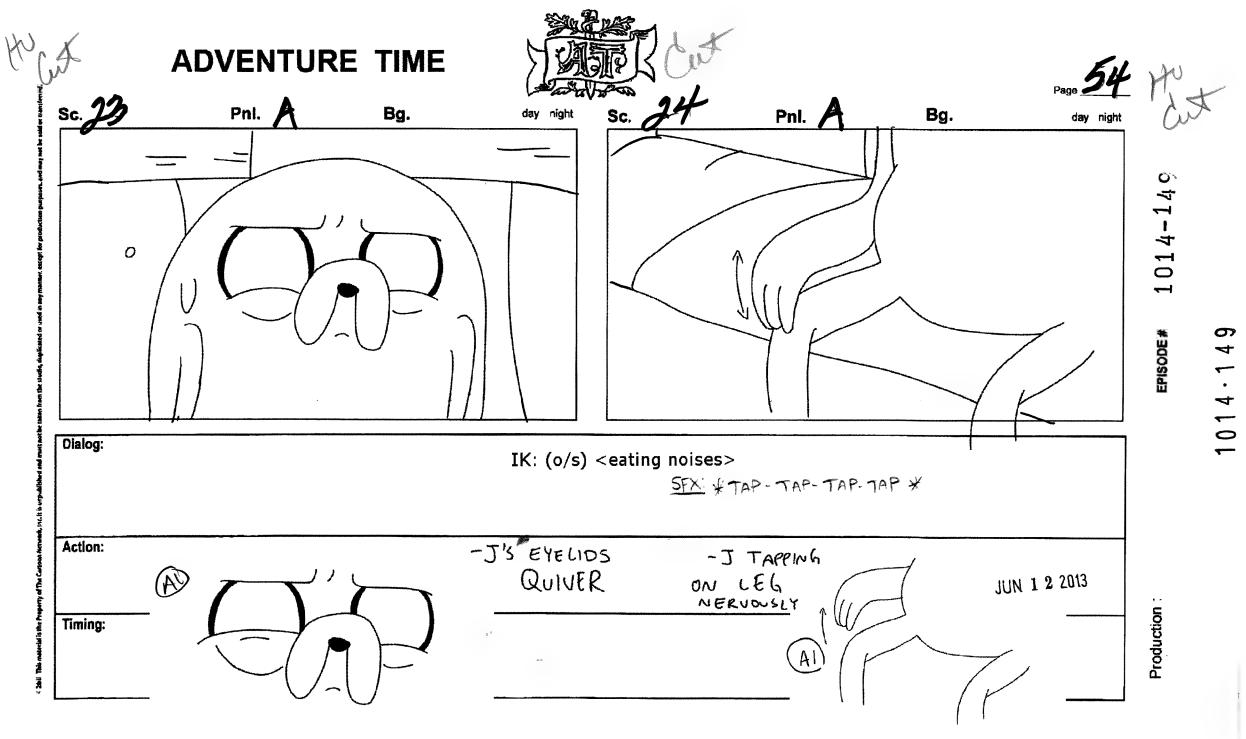
EPISODE#

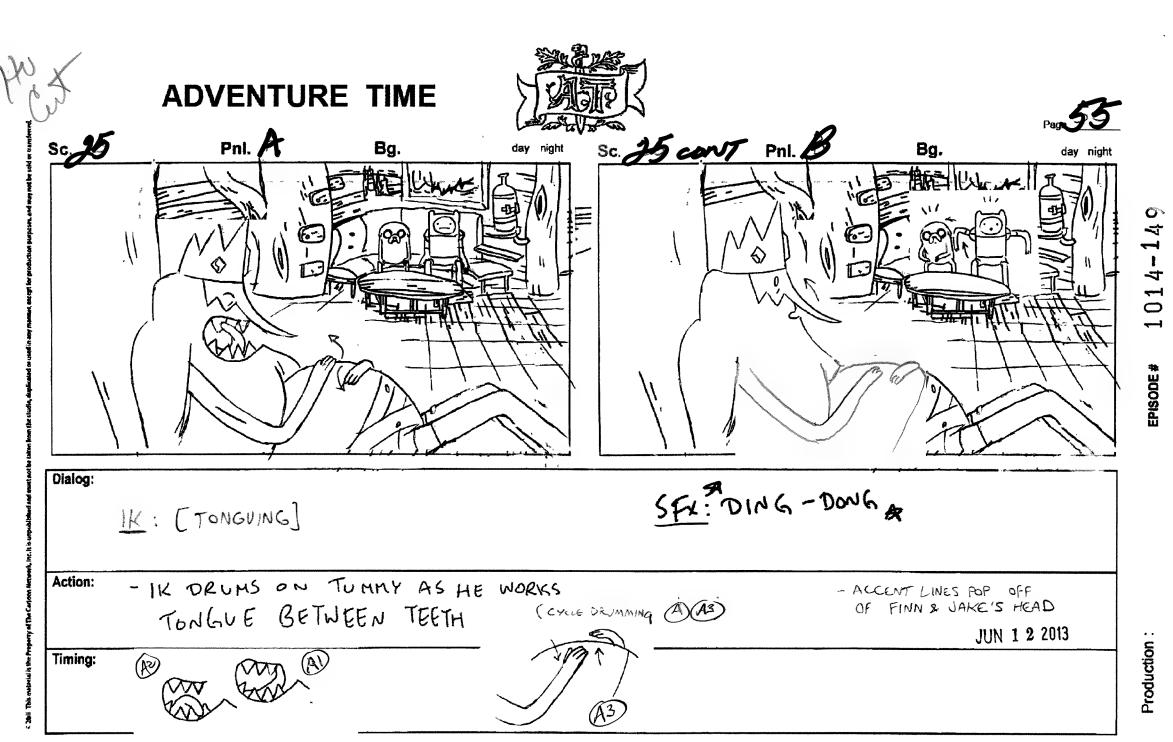


Production:

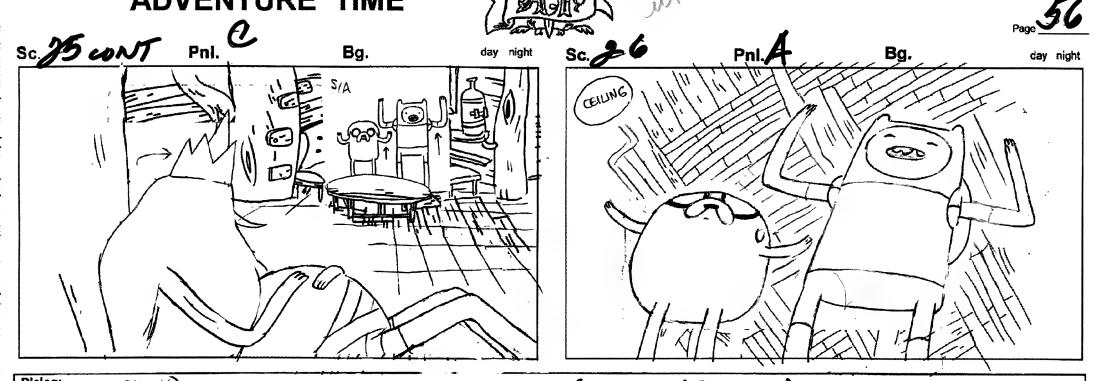
1014-149









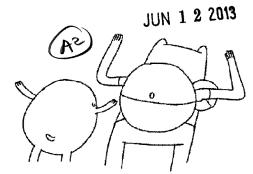


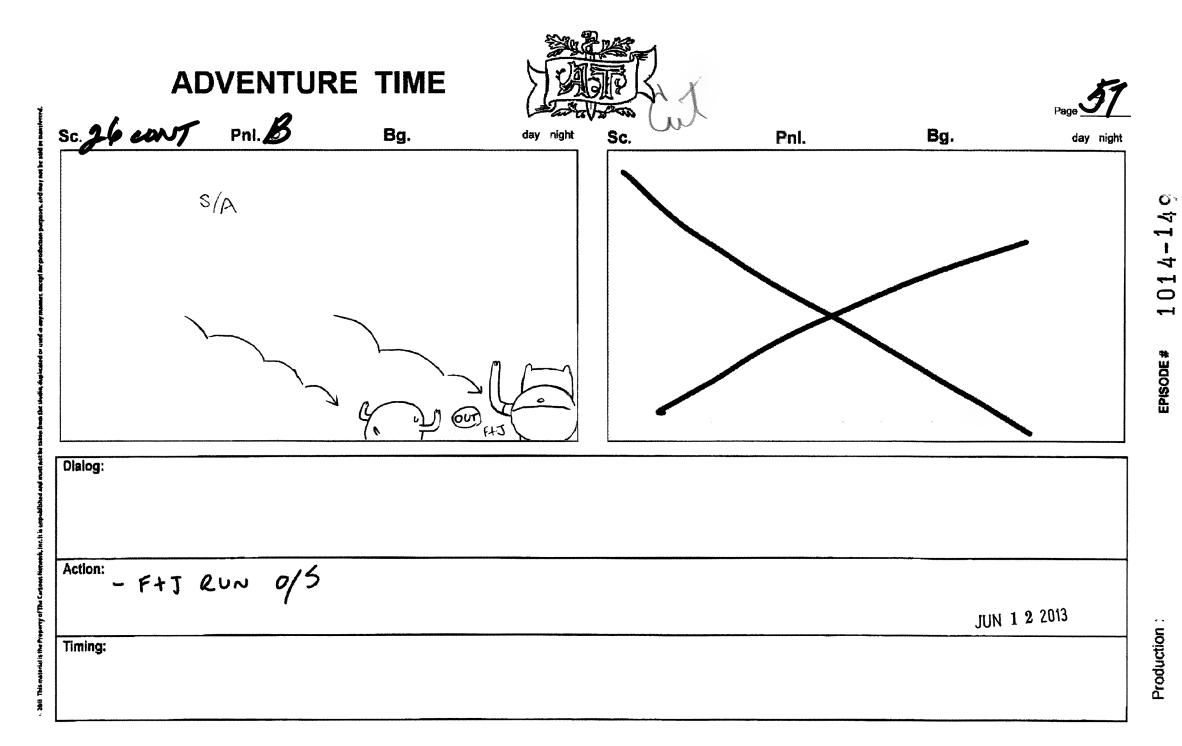
Dialog: (GVICK) FIOH MY GANRSH F: (AS ONE SENTENCE)

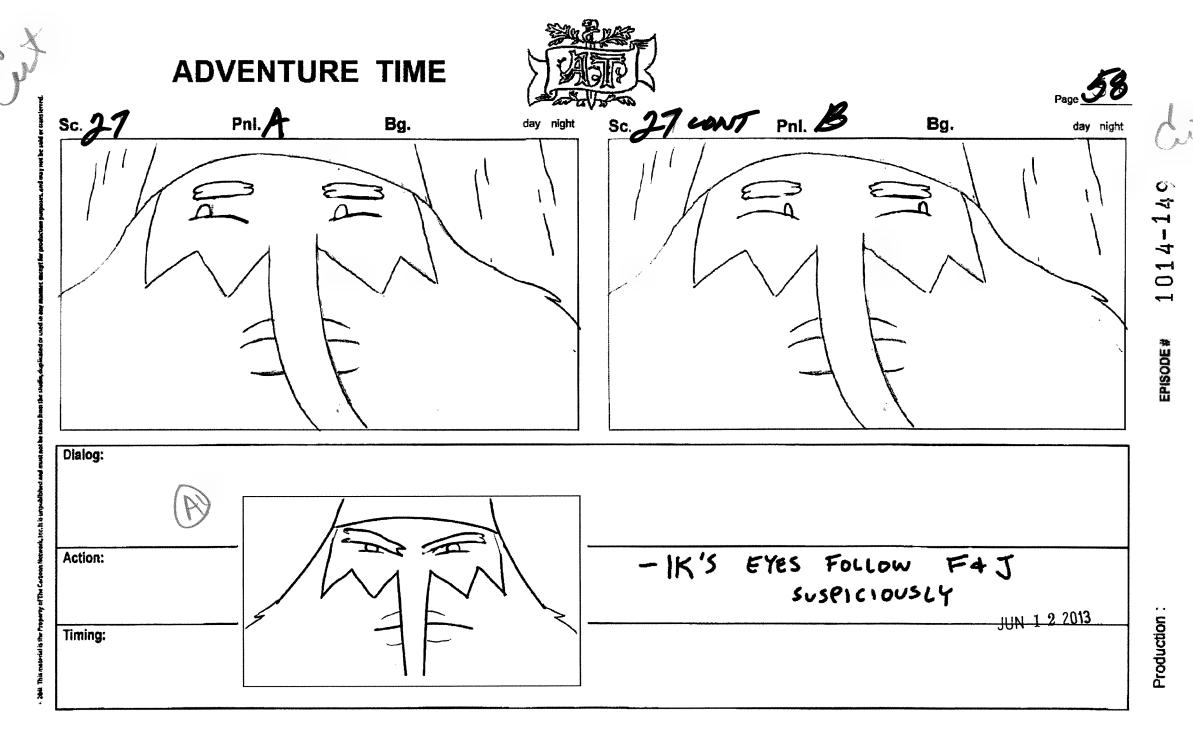
SOMEONE'S AT THE DOOR WE HAVE A DODRBELL NOW WE'LL GET IT -

Action: - FIJ SPRING TO THEIR FEET - IK TURNS TOWARDS FIJ Timing:

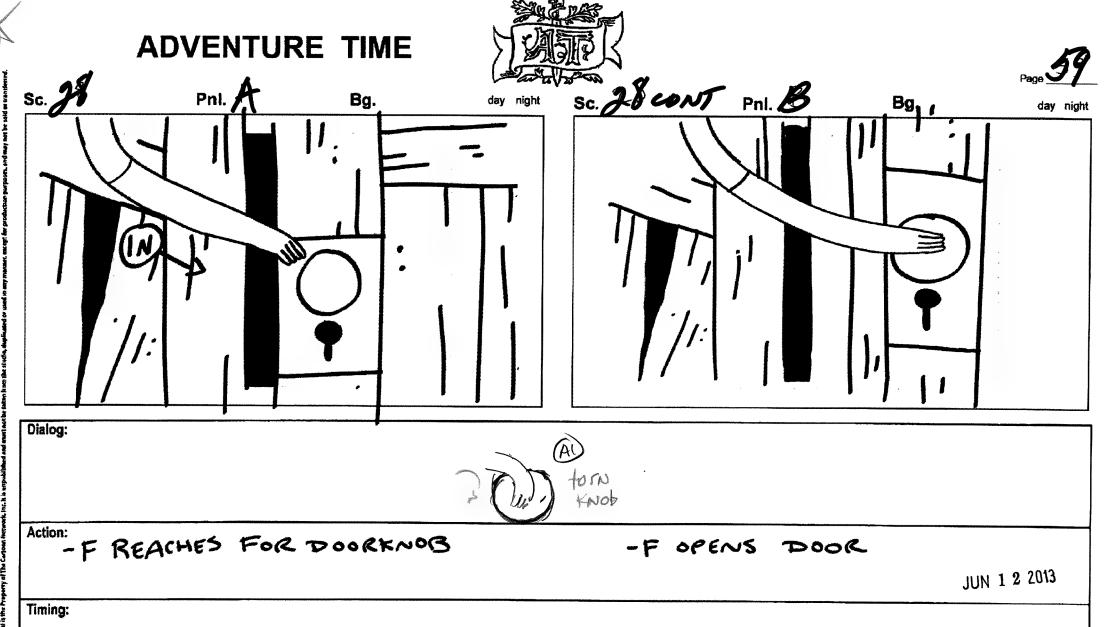
- F4 J TURN QUICKLY-(AL)



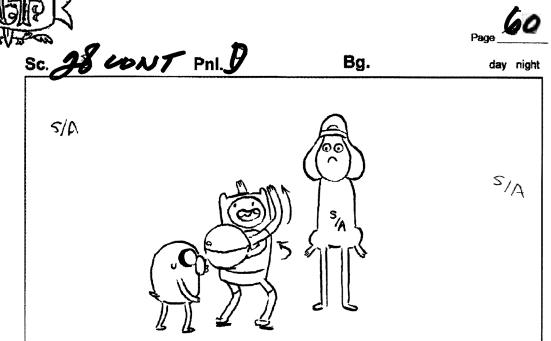


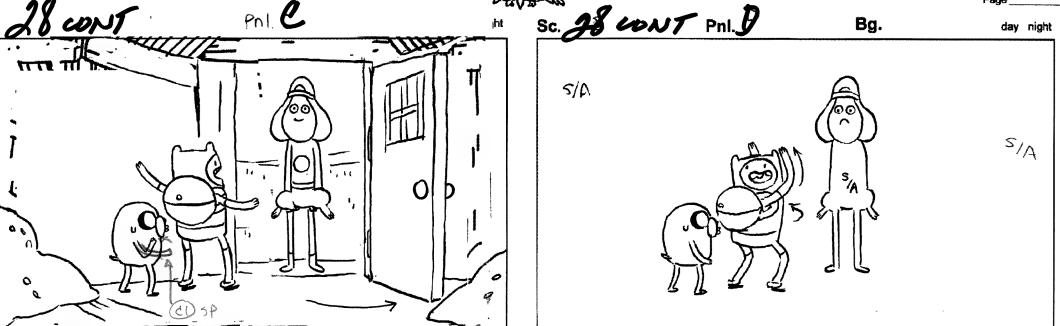


014 - 1



ADVENTURE TIME Pnl. C







Production:

0

14-149

1014-145

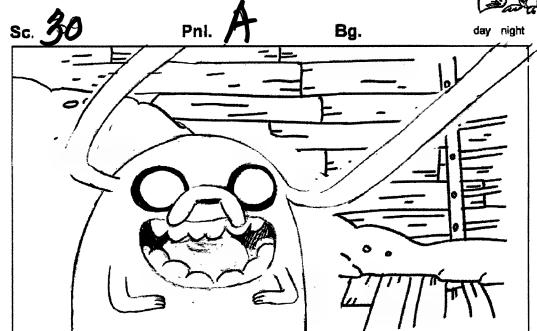
EPISODE#

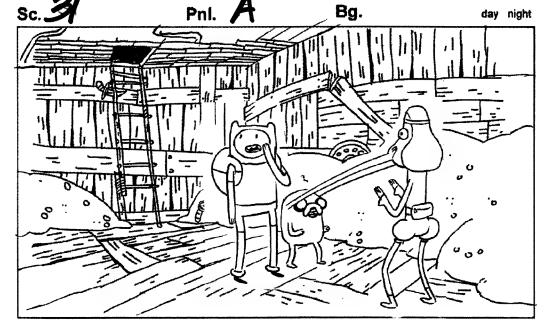
A	ADVENTURE TIME	
Sc. 29	Pnl. A Bg.	day night Sc. HONT Pnl. B Bg. day night
i the slucifu, duplicated or used in any manual, ancept for profestion purposer, and		
Dialog: ABD	*WHAT YOU KEPT CALLING AND	CALLING- J: (05) HA-HA-HA
Action:	Al Sol	- J CLAPS EAR-HANDS ONER ABD'S MOUTH
Timing:		JUN 1 2 2013

Production:









Dialog: J: SHUT THE HUPBUPBUP, ABRACADEEZ! F: YEAH, MAN. YOU DON'T EVEN

NEED A REASON TO STOP BY... Action: -FINN LOOKS UP TOWARDS CEILING OPENING. - I'S EARS STRETCH OFFIS JUN 1 2 2013 Timing:

Production:

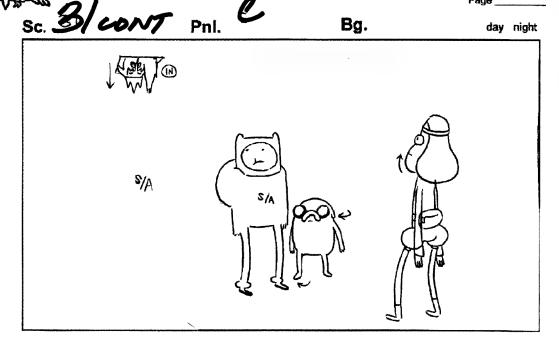
101

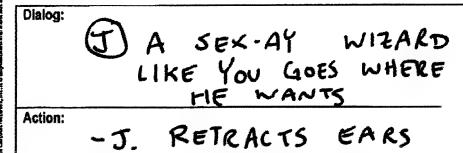
EPISODE#

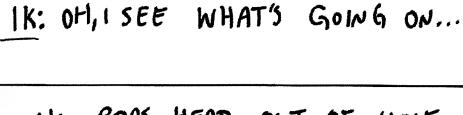


Page 68

Sc. 3 CONT Pnl. B Bg. day night







to Norman

- IK POPS HEAD OUT OF HOLE - F, J + ABD LOOK UP AT IK.

JUN 1 2 2013

Production:

EPISODE #

1014-14c

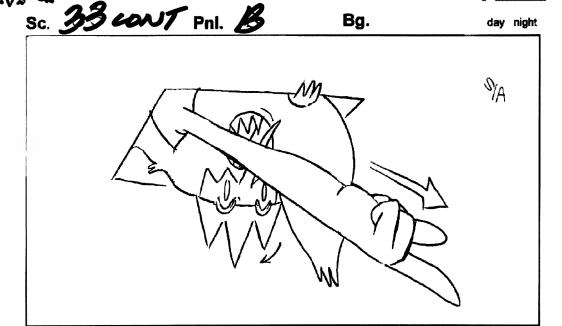
EPISODE #

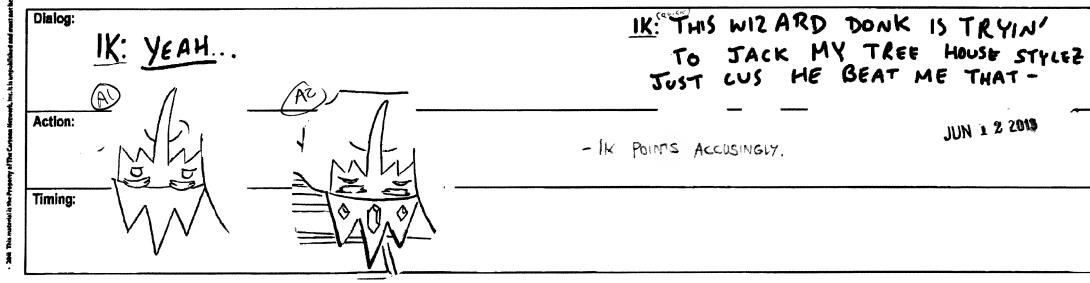
*	ADVENTURE	TIME						64	
Sc. 32	Pnl. A	Bg.	day night	Sc. 3	LCONT	ous s/A	Bg.	day night	the contract of the contract o
Dialog: Action:					: WHA- Y				ŭ
Timing:				F 4			J/	JN 1 2 2013	Production :

1014 · 149



Pnl. A Bg.





Production:

014 EPISODE #

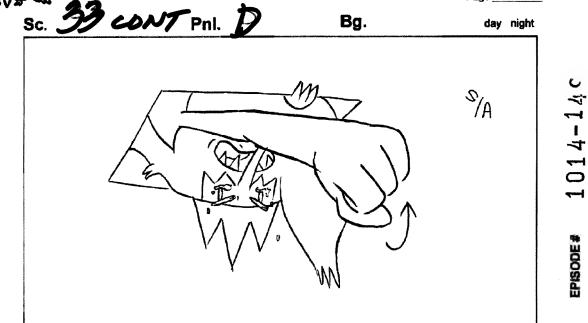
Timina:

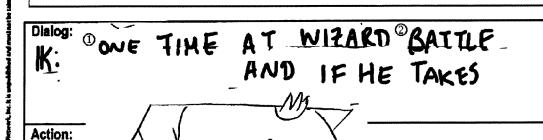
ADVENTURE TIME



Page 66

Sc. 33 CONT Pnl. & Bg. day night





(cl)

K: ONE STEP CLOSER
1'LL BUST EM -

- IK CLENCHES FIST - IK STARTS TEARING UP

JUN 1 2 2013

Production

*	٠
	2
_	
4	
•	
-	3
·C	
C	
-	

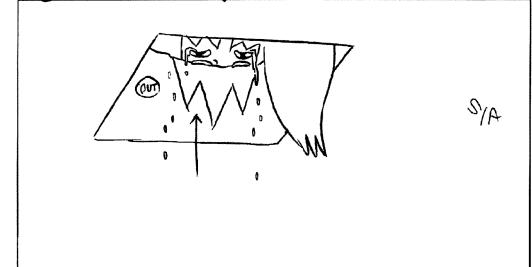
ADVENTURE TIME Sc. 33 CONT Pol. E Bg.



Page 67 Sc. 33 CONT Pol. F

Bg.

S/A



EPISODE#

Dialog: IK: "UP. BUST EM UP DNE REAL. GOOD.

Action:

- IN PULLS BACK FIST

Timing:

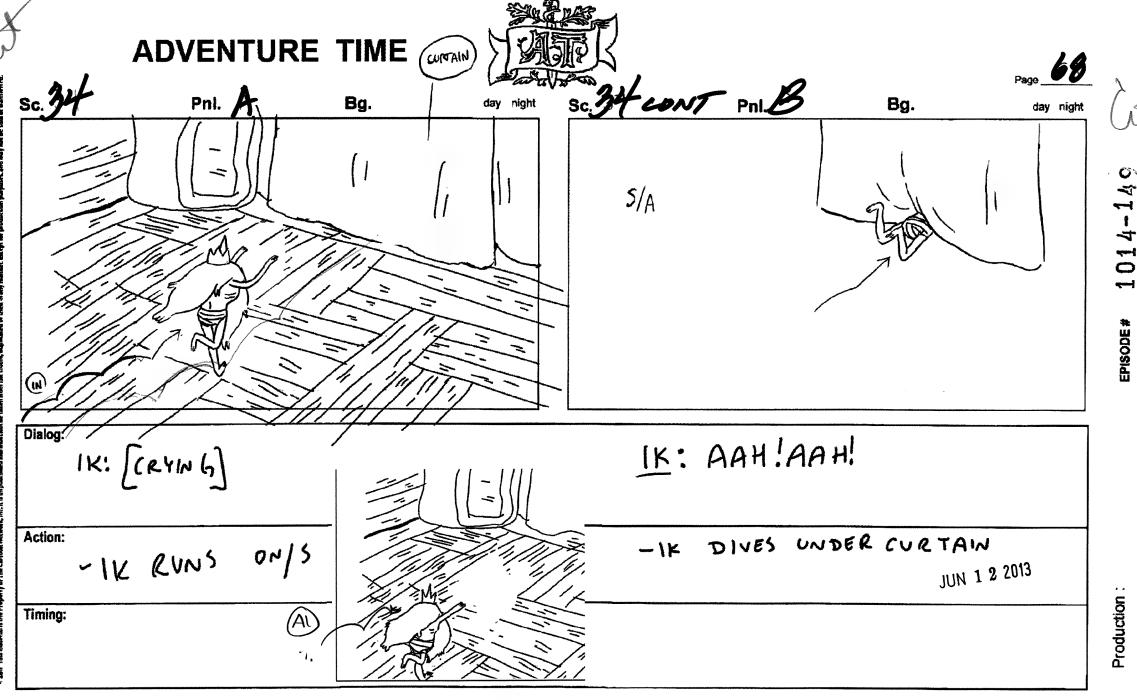


IK: I NEVER ASKED TO BE I - [CRYING/NONSENSE]

- IK PULLS HIS HEAD OFF/S

JUN 1 2 2013

Production:



Production:

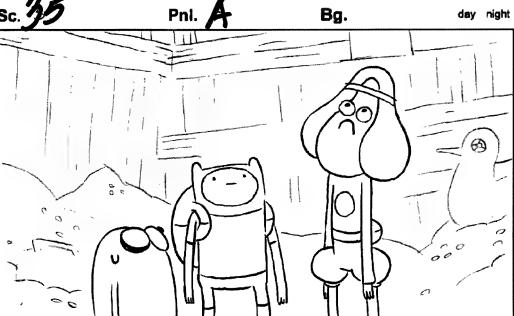
EPISODE#

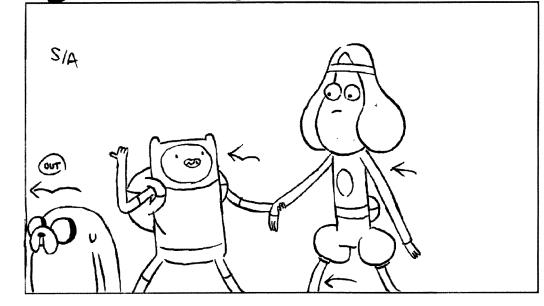




SC. 35 CONT Pol. B

014-14





Bg.

Dialog:

IK: (0/5) [CRYING]

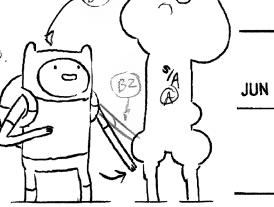
E: BY BY BUDE. WE GOTS COOKIES AND THE ...

Action:

- F+J+ ABD LOOK TOWARDS CEILING

- F TAKES ABD BY THE HAND.

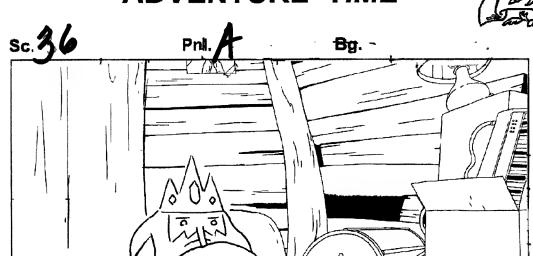
- F, J + ABD WALK OFFIS



Production 8

Timing:

ADVENTURE TIME sc. 35 WNT Pnl. C Bg.	day night Sc. 35 CON	∕ Pnl. ⊅ Bg.	Page 69A TONERO WIPL
			EPISODE# 1014-149
Dialog: E: CocoA			WIPE
Action: - F, J + A3D WALK OFF, S Timing:		ſ	JUN 1 2 2012



Sc. 36 CONT Pol. B

Page **70**

014-149

EPISODE#

Bg. SIA

Dialog: BG ADAPTED HA HAHA FROM B143 5034_ 1025 HA HA

Action: - IK SULKS IN CRAMPED ROOM

- 1 K GLARES AT CUETAW JUN 1 2 2013

Timing:

Sc. 37

Pnl. A

Bg.

ADVENTURE TIME

Bg.

Pnl.

1014-14 EPISODE#

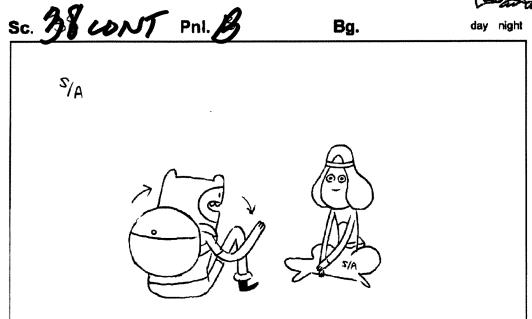
1014.149

day night



Page 72

1014-14



Sc. 38 CONT Pnl. Bg. day night

F: HA-HA-HA!	F: FANTASTIC	J: (o/s) HEY, ABADABS.
Action:		

JUN 1 2 2013

Timing:

1014-149

01



ADVENTURE TIME

Sc. 38 WNT Pal. D Bg. S/A

Sc. 38 LONT Pol. E MA S/A

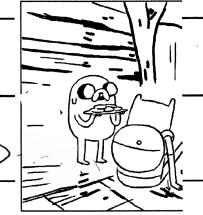
Dialog:

WHY DON'T YOU SHOW J: WHY DUN'T FOU STOOM ON.

Action:

-J. WALKS ON/S CARRYING A PLATE OF COOKIES.

Timing:



-IK's CROWN SLIDES BEHIND CURTAIN

JUN 1 2 2013

Production

014-140

EPISODE#

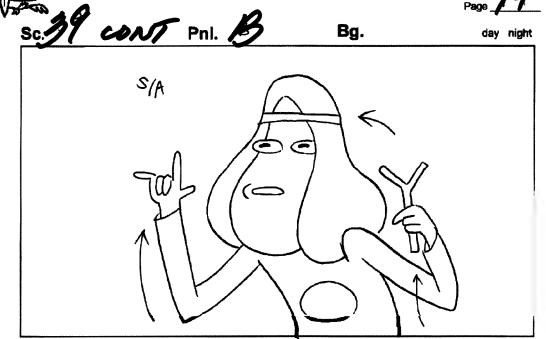




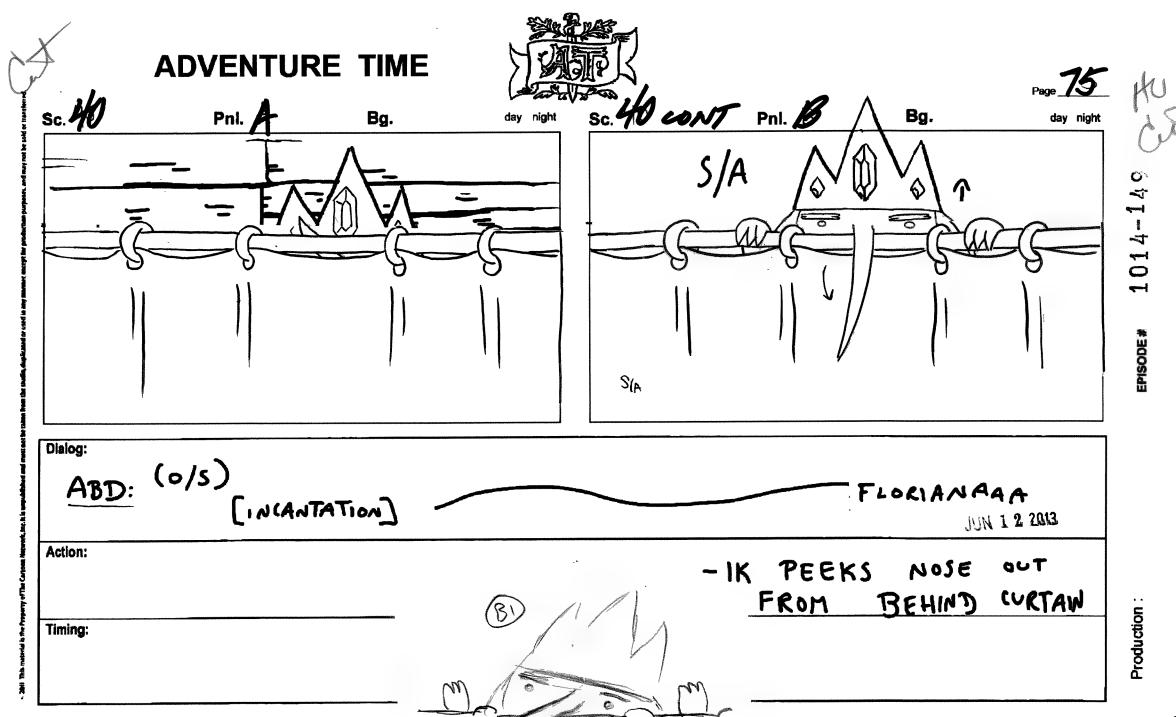
Page 74

1014-149

Sc. 39 Pnl. A Bg. day night



Dialog: ABD: OH, Sul	POSE 1. COULD	ABD: SHRAA - MOLAH-RA		
Action:		-ABD LIFTS WAND AND BEGINS GESTURING		
	(A) (A)	JUN 1 2 2013		
Timing:	ALT OO	JUN 1 B LOW		



ADVENTURE TIME Sc. H CONT Pol. B Pnl. Bg. Bg. CURSAIN

ABD: HNNN...

Action:

- ABD STRAWS TO CAST SPELL

- J. NIBBLES ON COCKIE

Timing:

JUN 18 2017

1014-149

Action:

Timing:

ADVENTURE TIME Sc. 13 CONT Pol. B Pnl. A Bg. Bg. S/A Dialog: ABD: [RAGGED BREATHING]

BAD

F: 50 GOOD! WOO!

J: YOU A GOOD WIZARD! JUN 1 2 2014

-F4J APPLAUD

Production:

1014-1/9

day night

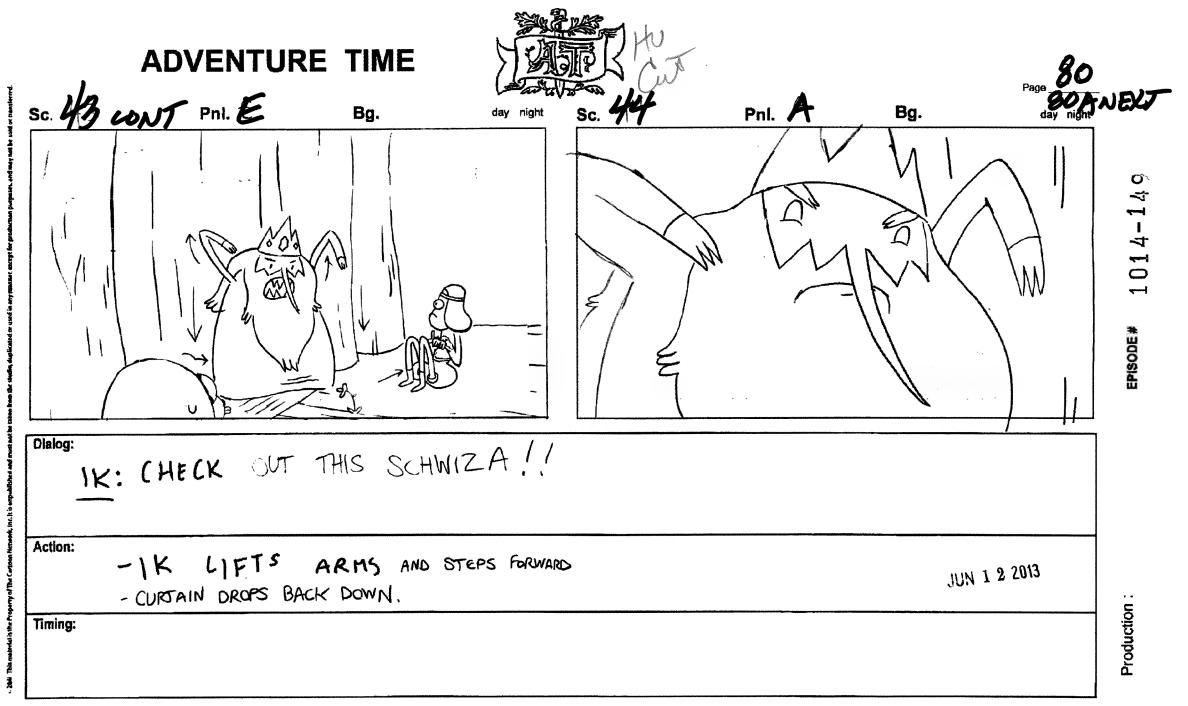
O,

4-

01

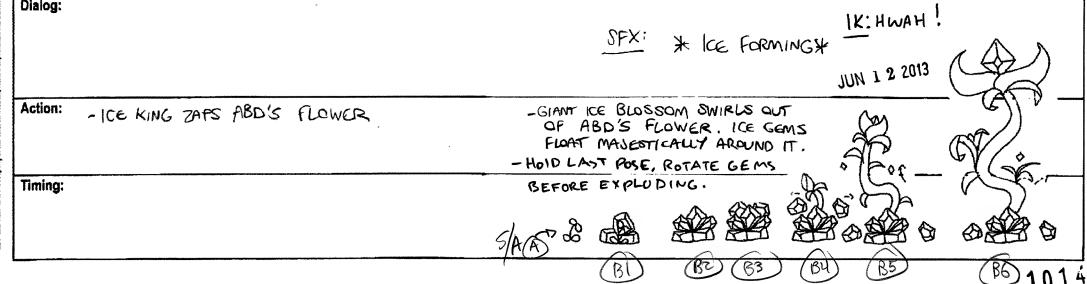
0
—
•
ယ

)		RE TIME						Page 19	
Sc. 4	CONT	Pnl. C	Bg.	day night	sc. 43	WNT Pnl. D	,	Bg.	day night	
S/A		U (2) 200	Xie of		Stop Vent Paroli					→ EPISODE# 1014-149
Dialog:	ľM	ON'T KNOW STILL WOR'S NOTHIN	IT'S DUMB KING ON IK: PA RIGHT	H! YOU'RE THAT AIN'T DTHING!						PAN
Action:			AY SHEFPISHLY UT FROM UNDER CU	RTAIN		TS CURTAIN SU V/ Action	IDDENLY.	- ABD SLIDES	S BACK 1 2 2013	· 5
Timing:								5011		Production :



1014.149

	ADVENTURE TIME		源以			Page 8]
	Sc. 49 CONT Pnl. A Bg.	day night	Sc. 45 cont	Pnl.	Bg.	day night
	B6 SIA.					
-	Dialog:					· \
Total Action Control of the Control			SFX: * Ice	FORMINGY	IK: HWAH!	A



Production:

1014-14

EPISODE#

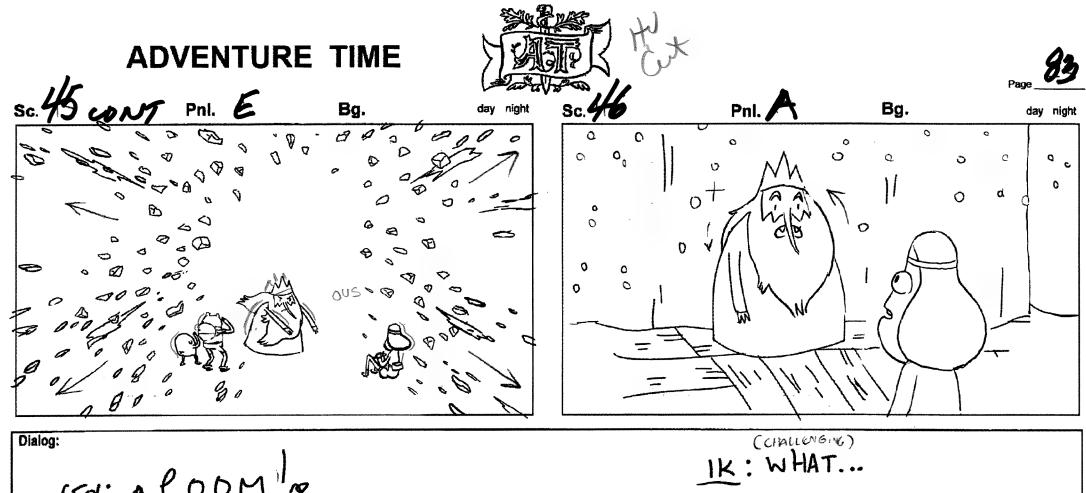
EPISODE#

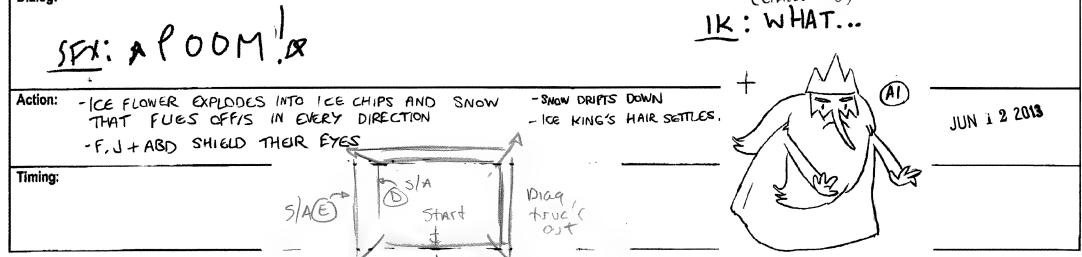
,			URE TIME			·			Ban 82
Sc. 45	CONT	Pnl. C	Bg.	day night	Sc. 45	CONT	Pnl. 🌶	Bg.	day night
		5 A							
Dialog:									
Action:	-FLOW	ER BR	EAKS INTO ICE S	SHARD:	•		······································	JUN 1	2 2013
Timina:				***************************************					

1014.149

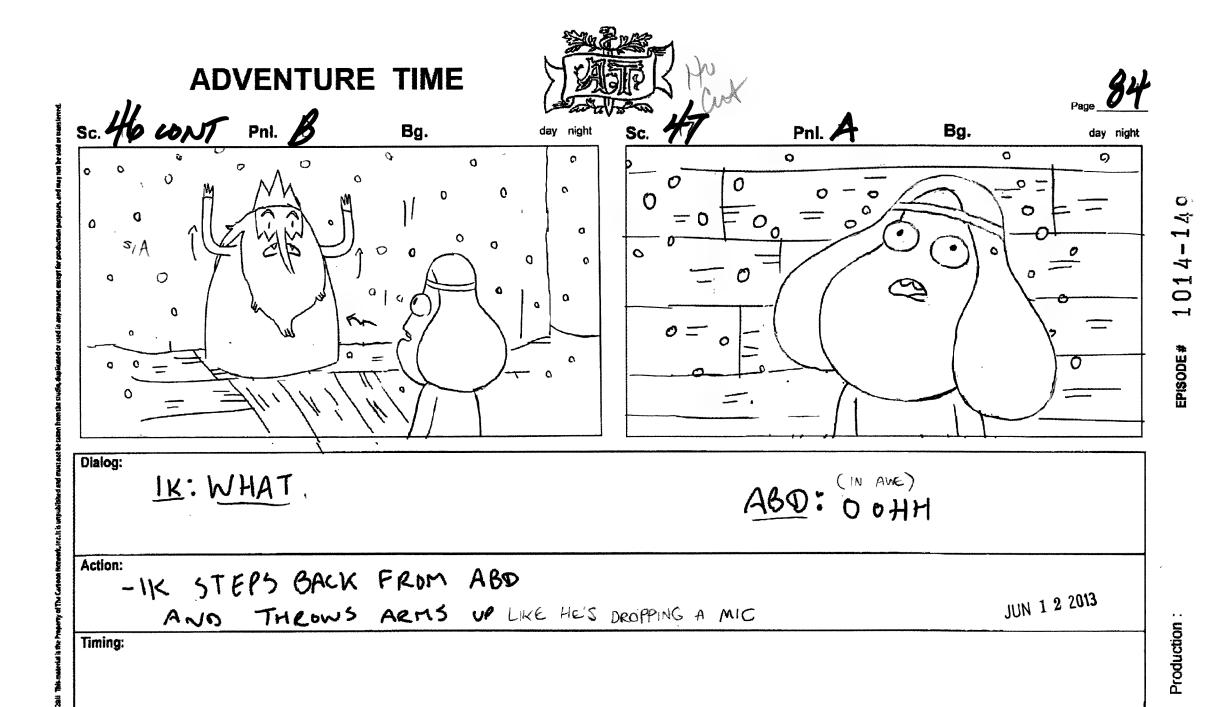
01

EPISODE#





1014-149





Page **95**

Sc. 47 LONT Pnl. Bg. day night Sc.

Sc. # cont Pnl. Bg. day night

ABD: Y- YOU'RE THE GREATEST WIZARD EVER.

Action: -ABD RAISES HANDS ON/S. - SNOW FALL DISSIPATES

- ABO HAS OCTOPUS PUPILS. JUN 1 2 2013

Timing:

Production:

EPISODE#

Dialog:	IK: WELL MAYBE NOT EVER-EVER
Action: S.p.	-IK LOOKS FLATTER ED JUN 1 2 2013
Timing:	

Sc. 48 CONT Pol. B

Bg.

~ (B)

S/A

SIA

day night

1014-140

EPISODE#

ADVENTURE TIME

Bg.

CURTAIN

Pnl. A

Sc. 48 CONT Pol. C



Sc. 48 cont Pal. D

Bg.

S/A

SIA

Dialog:

IK: AM I THE GREATEST WIZARD

OF OUR GENERATION -

Action:

Timina:

- IK TAKES A FEW STEPS FORWARD

IK: YES

- IK STEPS FORWARD TO REVEAL FIT

- IK PLACES FLAND ON ABD'S HEAD JUN : 2 2013

Production:

EPISODE#

X .	ADVENTURE	TIME					Q1.
sc. 49	Pnl. A	Bg.	day night	Sc. Hush	of Pal. B	Bg.	Page 0/A
			CORY			S/A	EPISODE#
Dialog:							
Action:				-F+J	LOOK AT EACH	OTHER	
Timing:						JUI	Production

Timing:

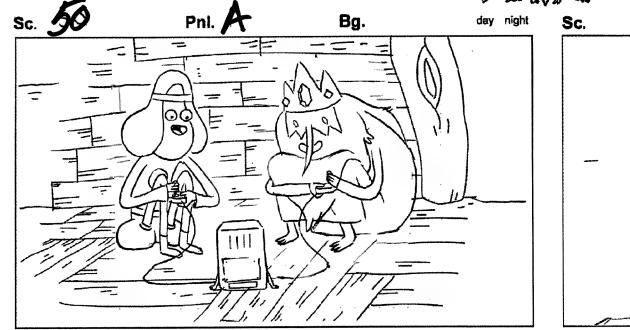
1014-149

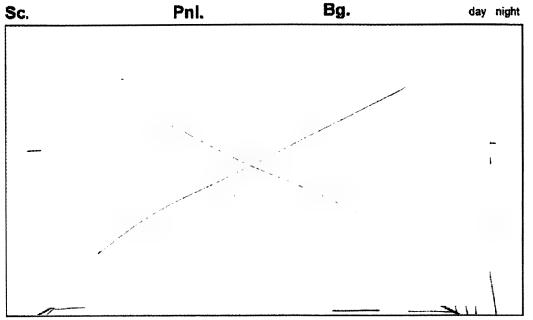
EPISODE #

ADVENTURE TIME		White Post		Page 88
Sc. 49 cont Pni. C Bg.	day night Sc.	HOCONT Pol.	Bg.	day night
5/A 11		WIP		
Dialog:				
Action:	U			
Action: - FAJ SHAKE FISTS EXCITEDLY AS LEAN IN TOWARDS EACH OTHER	2			

1014-149







Dialog: SFX: 53 MONTAGE MUSIC 53 Action: - IK + ABD PLAY BMO. JUN 1 2 2013 Timing:

Production:

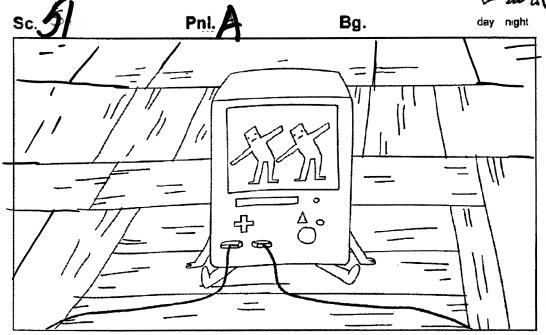
1014 - 1

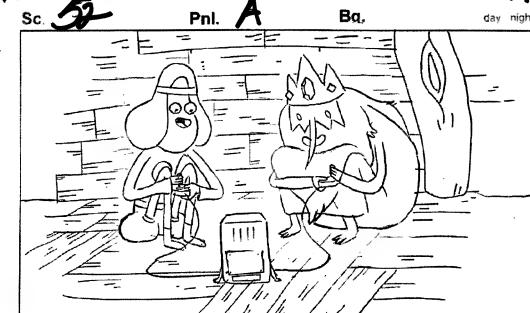
4
•
4
9

ADVENTURE TIME	90
Sc. 50 cont Pni. B Bg.	day night Sc. 50 cont Pnl. Bg. day night
S/A S/A S/A	S/A
Dialog:	
Action: - ABD + IK LEAN RIGHT AND LEFT	IIIN 1 2 2013
Timing:	



Page 91





Dialog:

MONTAGE MUSIC

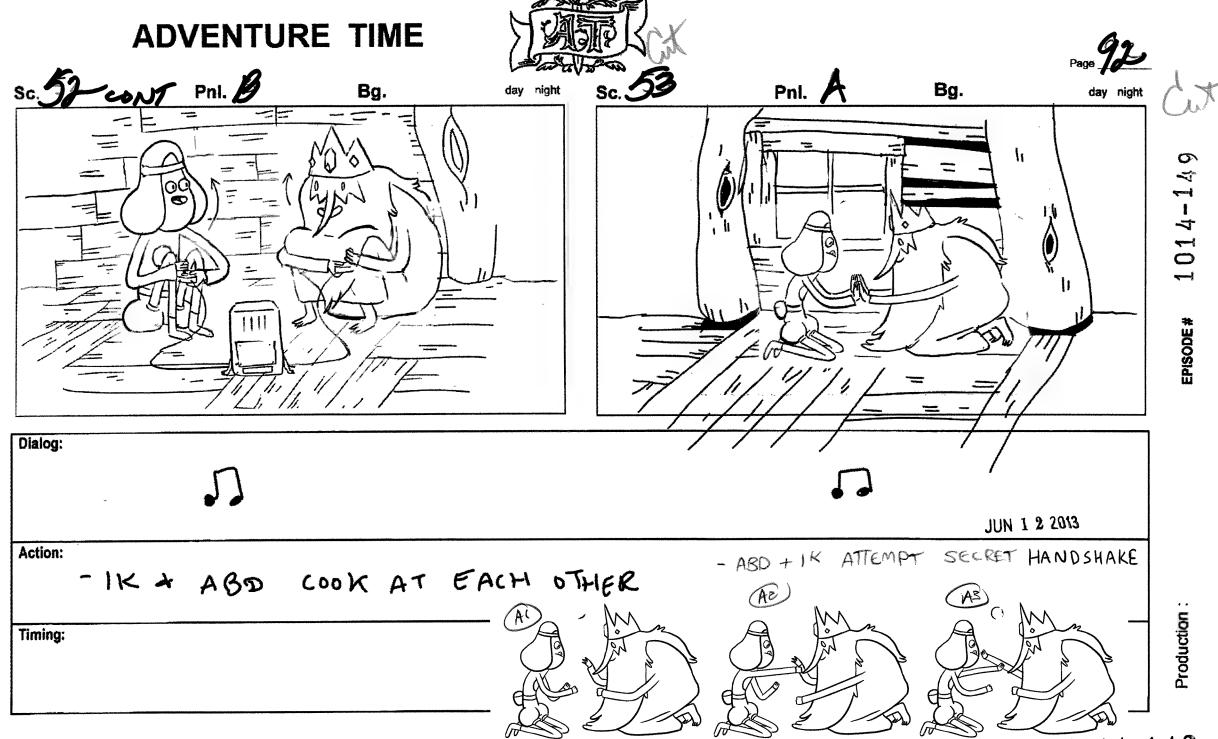
Action:
- GAME CHARACTER LEANS LEFT + RIGHT

JUN 1 2 2013

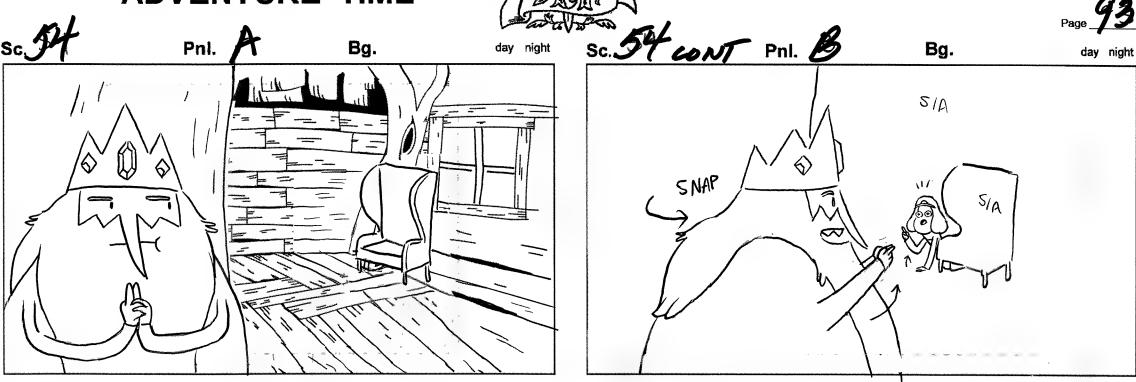
Production:

014

EPISODE#







(A)

EPISODE#

1014-14

Dialog:

IK: PEW PEW!

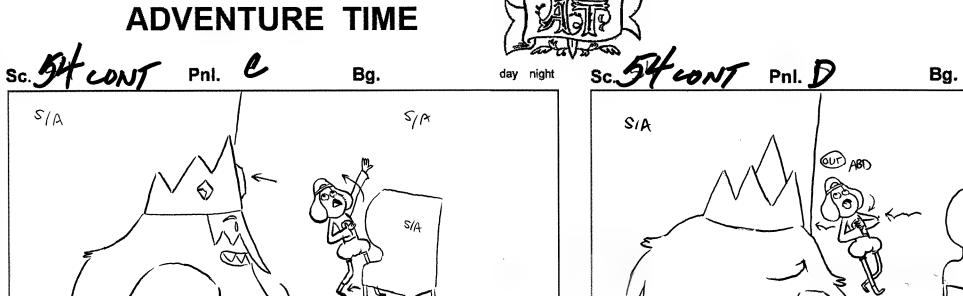
Action:

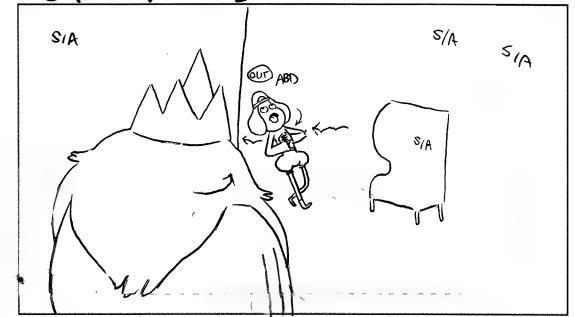
- ABD LEANS OUT.

JUN 1 2 2013

Timing:

EPISODE#





Dialog:				
Action:	-ABD	pretends to be shot	-ABD REELS LEFT, OFF/5	
				JUN 1 2 2013
Timing:				

Sc. 55 cont Pol. B

Bg.

ADVENTURE TIME

Bg.

Pnl. A

Production:

1014-149

day night

Sc. 55	COM	IT	Pnl
			- ^
	<u> </u>		/

Pnl. **&** Bg.

ADVENTURE TIME

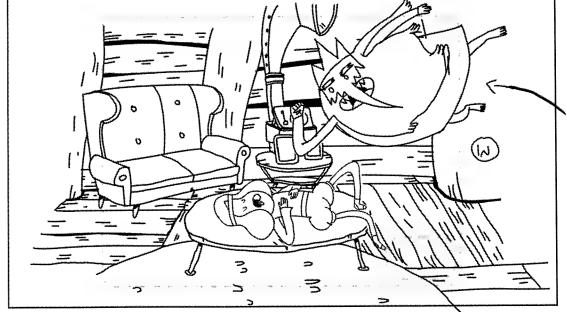


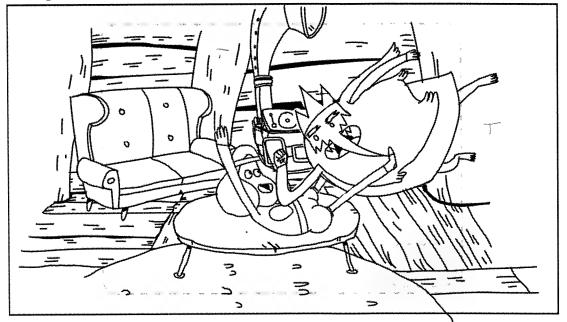
ay night Sc. 55 CONT Pnl. D

Page 96

Page ___

Bg. day night





Dialog:

Action:

- IK ELBOW OROPS ON/S

JUN 1 2 2013

Timing:

: : : :

1014-1/5

P,

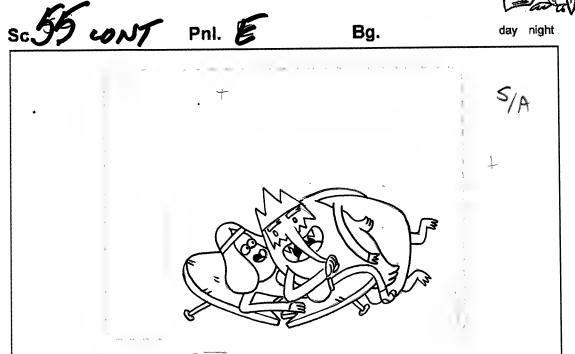
1014

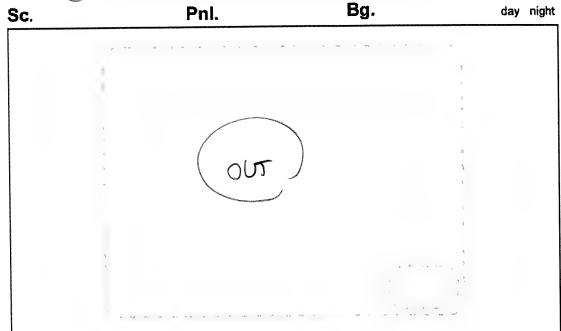
EPISODE#

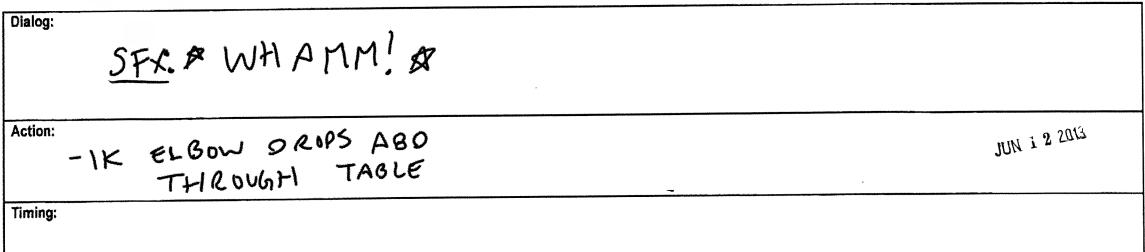


ADVENTURE TIME









Timing:

014-14

EPISODE#

Production:

day night

B 6/5A

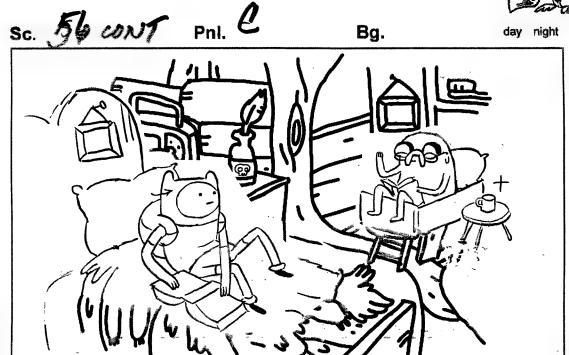


Page 99

71

day night

ight Sc. 56 CONT Pnl. D Bg.

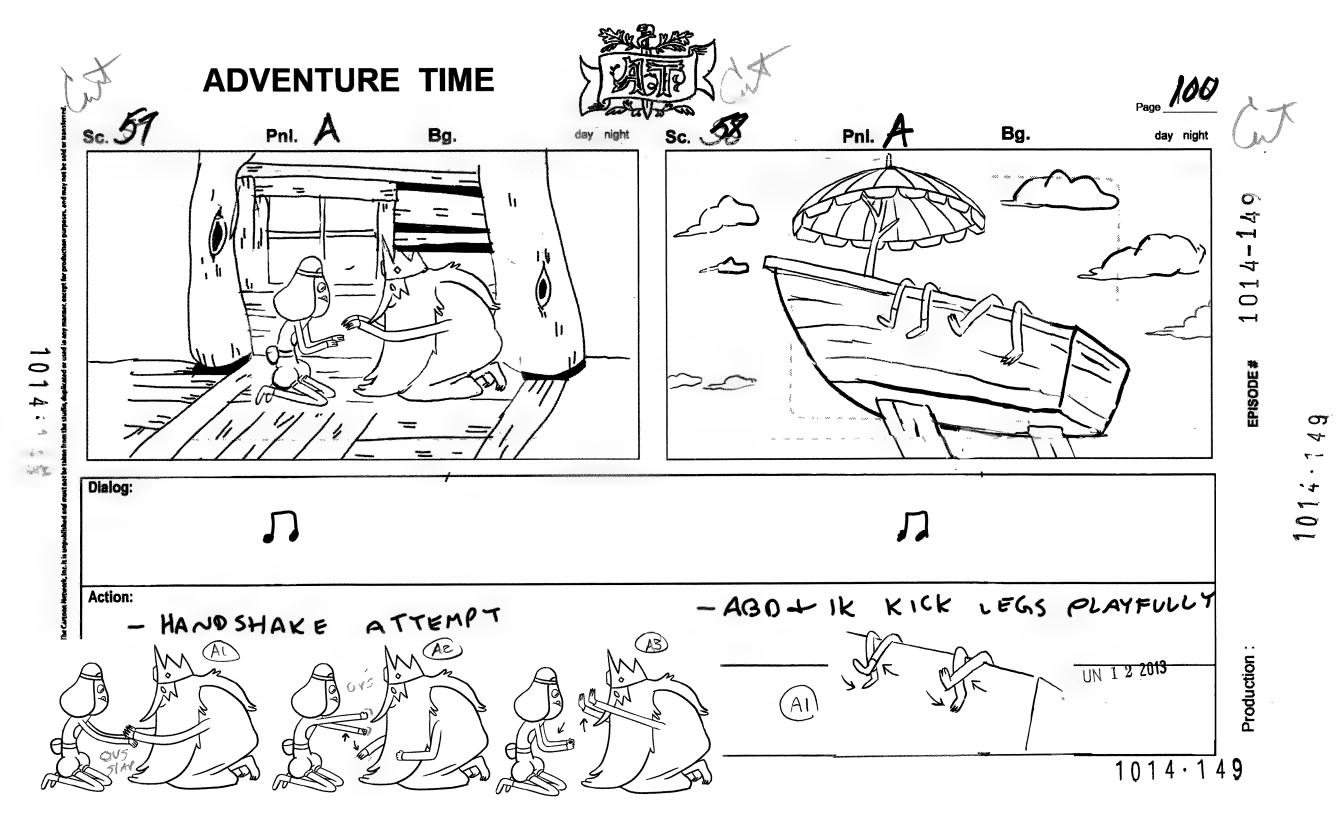




Dialog:					
Action:	-F LOOKS AT JAKE.	- F+J	GO BACK TO	RET DUNG G	
Timing:					

-A-4-69

Production



Or マナ

EPISODE#

101

ADVENTURE TIME 60 CONT POIL B Sc. Bg. Bg. Pnl. day night DRIFT O Dialog: Action: - IK RAISES HANDS - CLOUD FORMS INTO JUN I 2 2013 PB SHAPE Timing:

1014-149

1014-149

EPISODE#

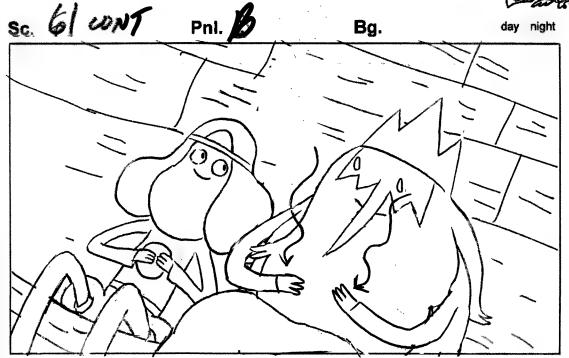
Production:

· 4

101



Sc. GlOONT Pol. C



ADVENTURE TIME

SM

Dialog:

Action: - IK MAKES 'BE AUTIFUL LAOT

MO TION WITH HANDS (LIKE GROUCHO MARX)

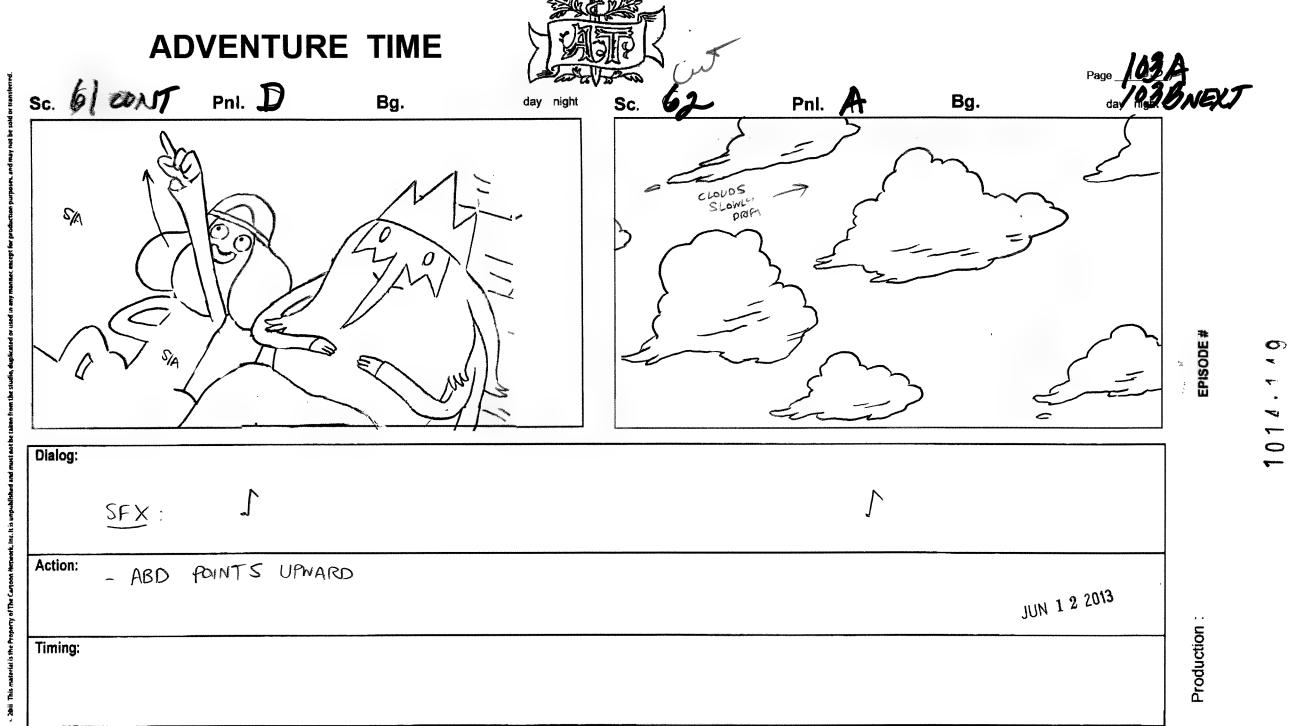
ABD LOOKS UP AT CLOUS

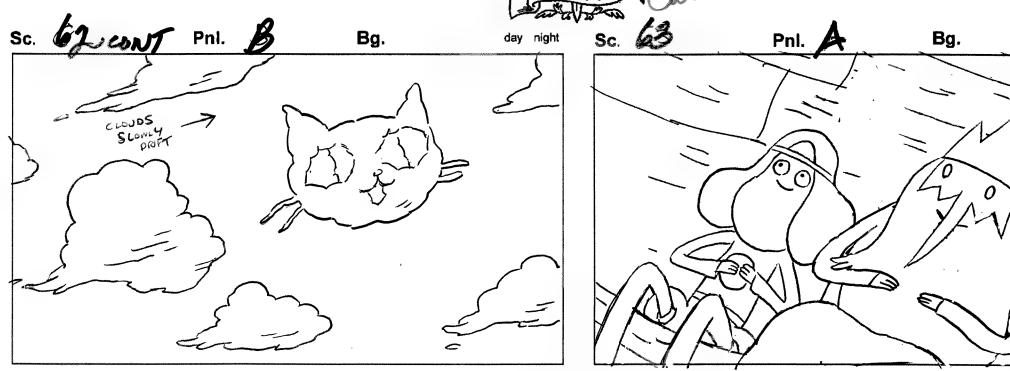
JUN 1 2 2013



Production:

)





Dialog:			
Action:	-CLQUD TRANSFORMS INTO A CAT SHARE		
		אטנ	1 2 2013
Timina:			

Production:

Action:

Timing:

ADVENTURE TIME Sc. 63 CONT Pol. B Sc. 63 CENT Pol. C Bg. Bg. Dialog:

1014:149

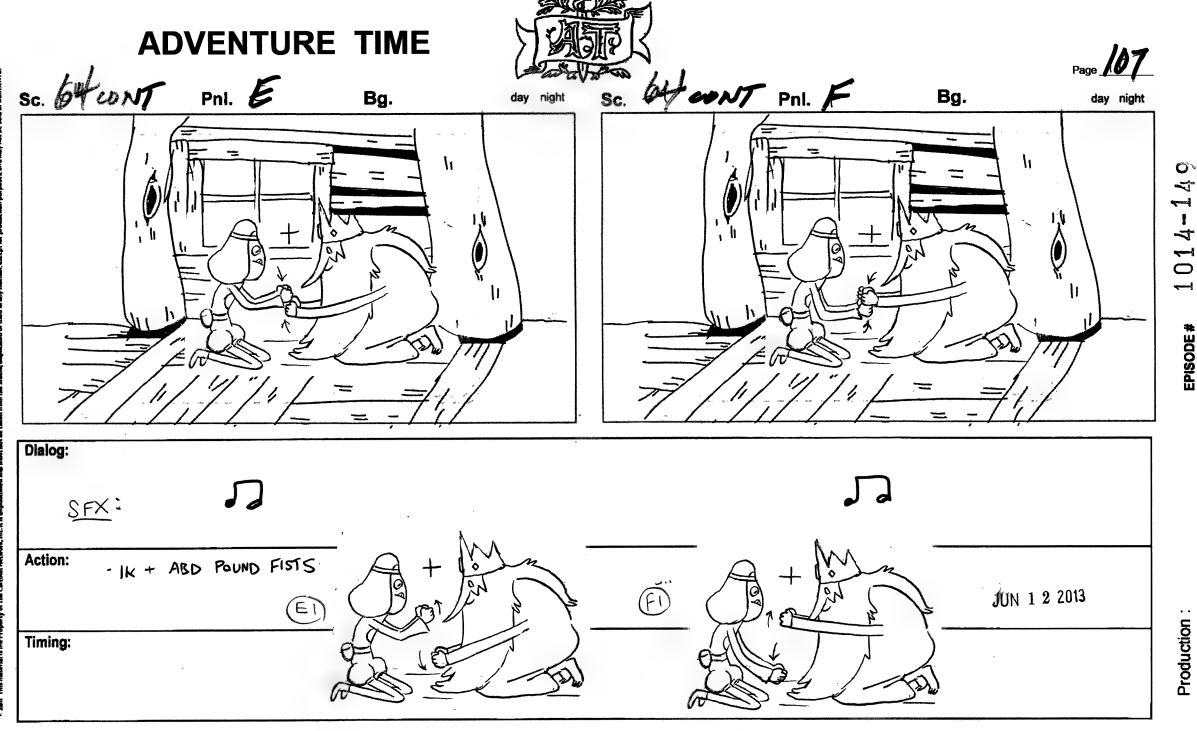
Production:

1014.149

ADVENTURE TIME	TABLE !	Page / 06
Sc. HWAT Pol. C Bg.	day night Sc. 64 CONT Pol. D	Bg. day night
Dialog:	J	
Action:		JUN 1 2 2013 .
		Production

1014.169

1014-149



1014 · 149

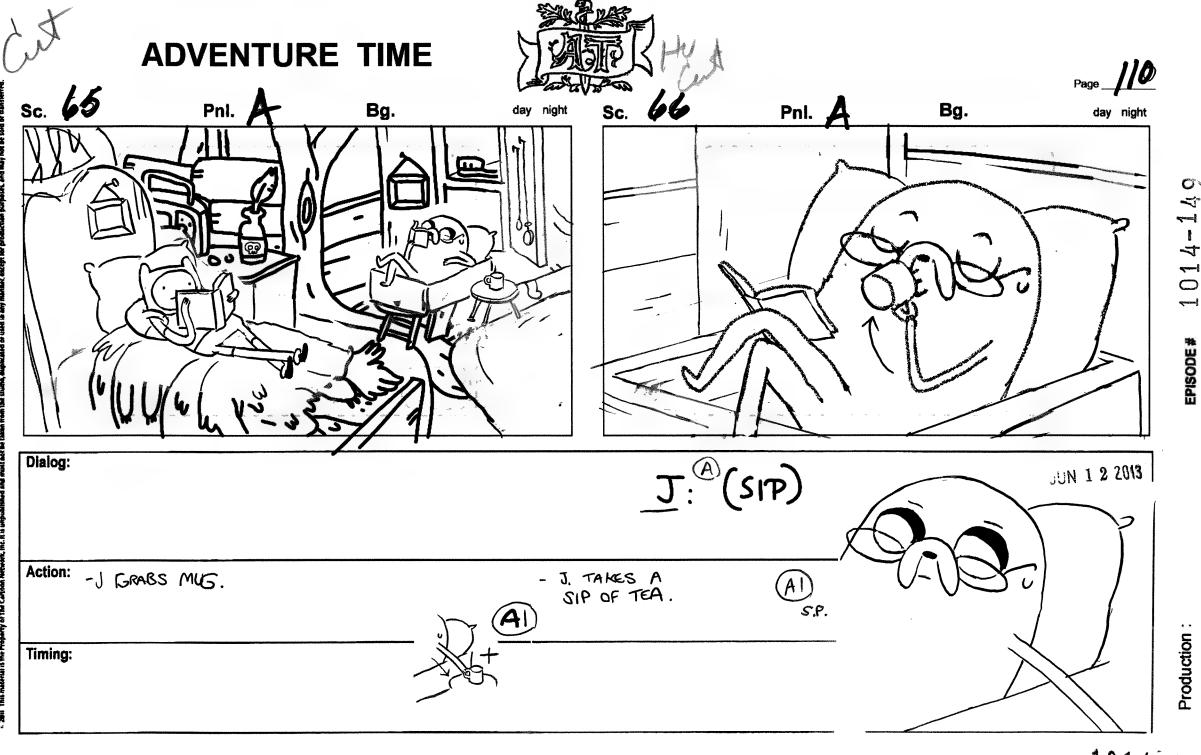
EPISODE #

Production:

. ADVENTURE TIME	TABLE I	Page 108
Sc. 64 WNT Pnl. 4 Bg.	day night Sc. Off CONT Pnl. H Bg	
Dialog:		
\sim		
Action: Hi (Hi) (Fining:	-ABD GRABS IK'S THUMBS	JUN 1 8 5813

1014.119

ADVENTURE TIME Sc. 64 LONT Pnl. I Bg.	day night Sc. 64 cont	Pnl. J	Bg.	Pag 10 9 day night
S/A	3/A			EPISODE # 1014-140
Dialog:		Ja	7	
Action: -IK+ABD DO "EXPLOSION GESTURE			JUN 1	2 2013
Timing:				Production :



1014-149



Sc. 66 CONT Pol. C Sc. 66 CONT Pol. B Bg. S/A S/A

Dialog:

J: THIS WAS A GREAT IDEA, FINN.

J: IT'S LIKE HE'S FORGOTTEN ALL ABOUT US.

Action:

- J. LOWERS MUG.

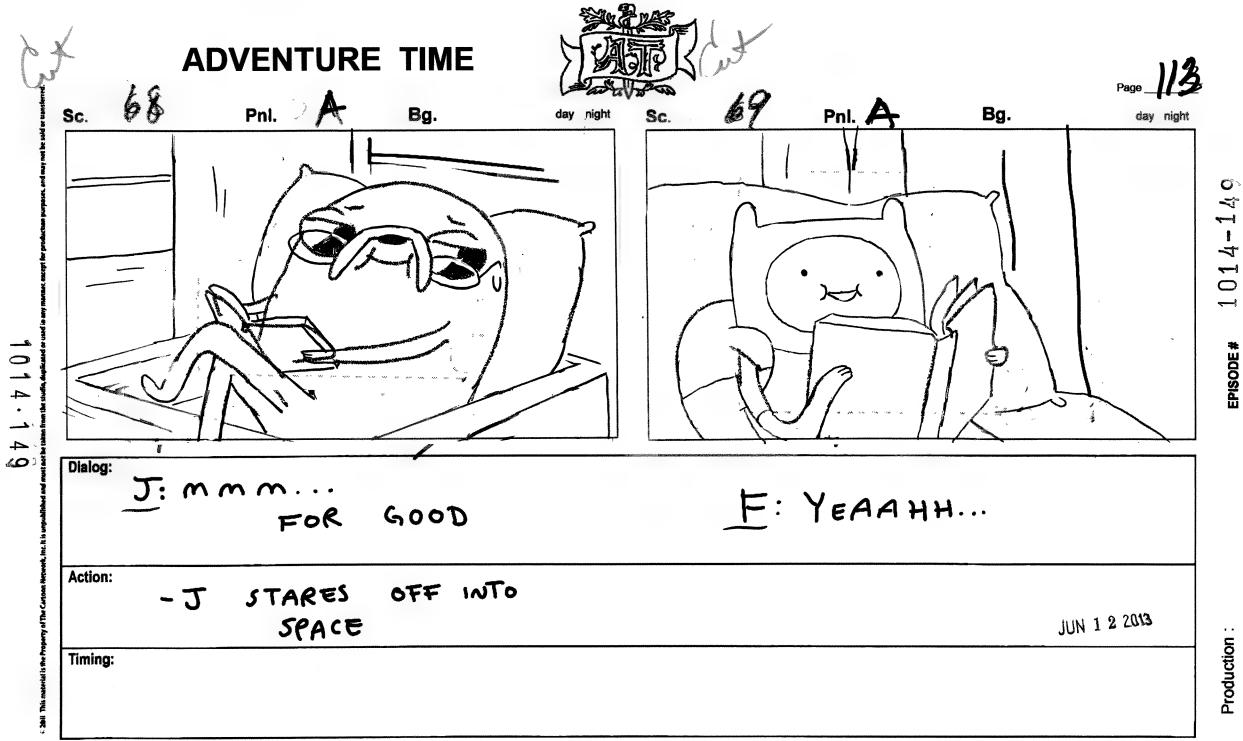
- J. LEANS FORWARD.

JUN 1 2 2010

Timing:

Production:

(CO)



1014.149

F: mm ... <BEAT>

1K: (0/5) FINNN!! ©

Action:

CLOSES HIS EYES

-FINN'S EYES POP OPEN.

JUN 1 2 2013

Timing:

Production:

JUN 1 2 2013



Page 116

Sc. 7 Pnl. A Bg. day night



IK: (0/5) COME QUICK,

IT'S AN EMERGENCY!

Action:

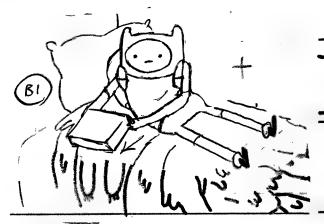
-FINN SITS UP.

(R)

Timing:



IK: HURRY!



JUN 1 2 2013

BOOK CLOSES

- PUTS IT DOWN

Production:

014.

1014-149

1014.149

	ă	L
	Ä	
4.	3	Dialo
	ž	

Dialog:		
Action: -FINN STARTS TO GET	UP	JUN 1 2 2013
Timing:		

Orogina

EPISODE#

O

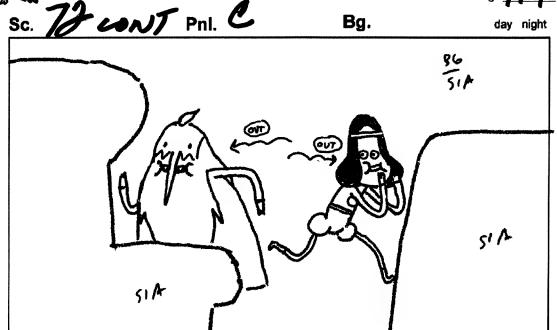
	ADVENTURE	TIME		PR			Page	}
Sc.	Pni.	Bg.	day night	Sc. 73	Pnl. A	Bg.	day night	1
Distant) = = = = = = = = = = = = = = = = = = =			EPISODE # $1014-14c$
Dialog:						Airs		
Action:				- DARKEN - SILHOUE	TES LIVING ROOME	om 5 IN FG	JUN 1 2 ZUIS	. u
Timing:								Production :

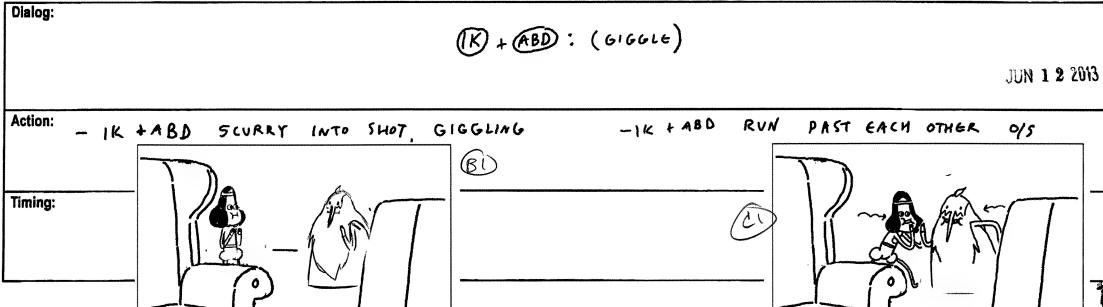
1014 · 14.9



Page // 9

Sc. 72 A Bg. day night





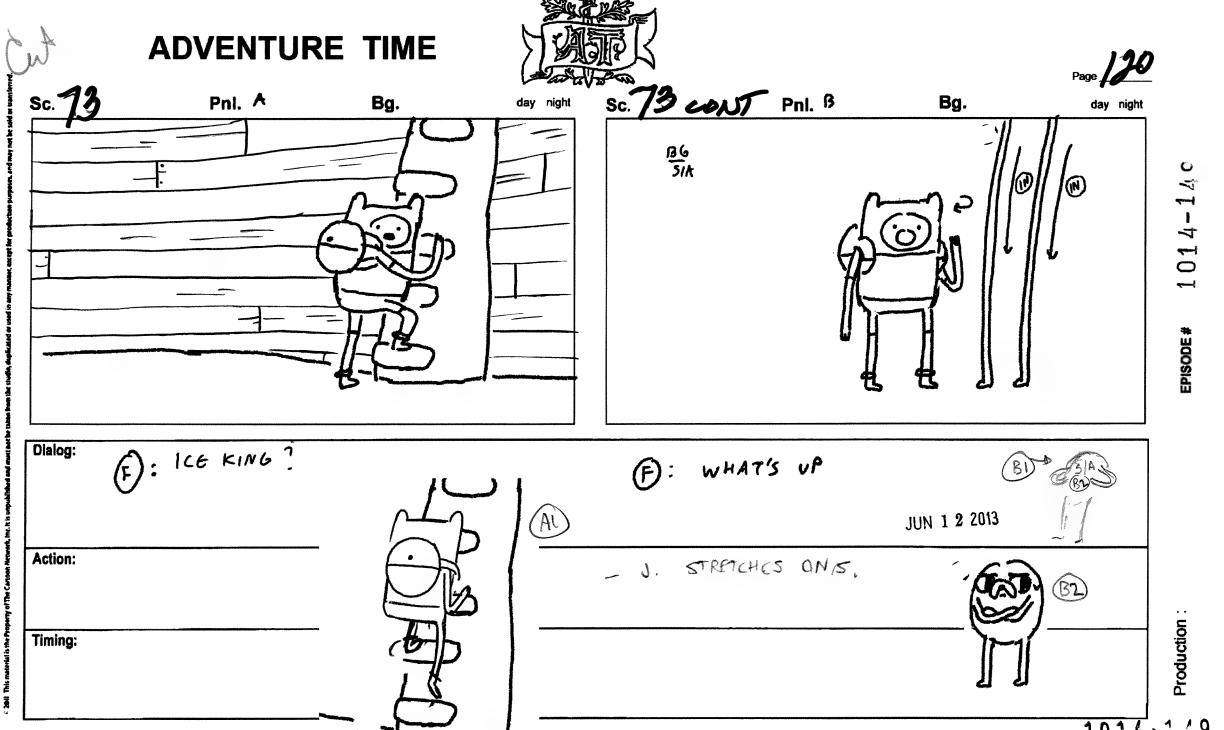
014-14c

EPISODE #

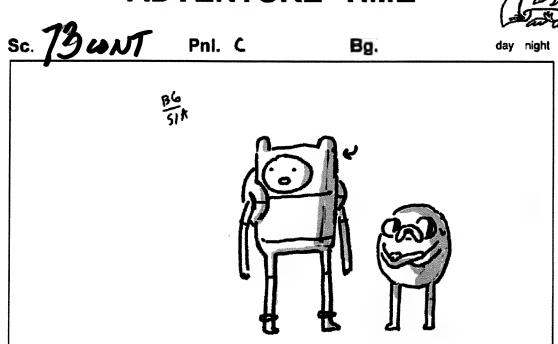
1014:149

Production:

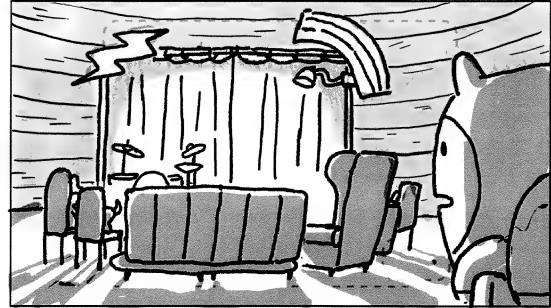
1014-149







Pnl. A Bg.



Dialog:

SEY: "CLICK"

P: HUH

F: WHAT THE FLIP

Action: A LAMP SWITCHES ON 0/3

-F LOOKS TOWARD LIGHT

- FINN SEES A STAGE W/ A DRUMSET MADE W/ IK'S CURTAIN AND CHAIRS FROM AROUND THE HOUSE.

Timing:

Production:

01

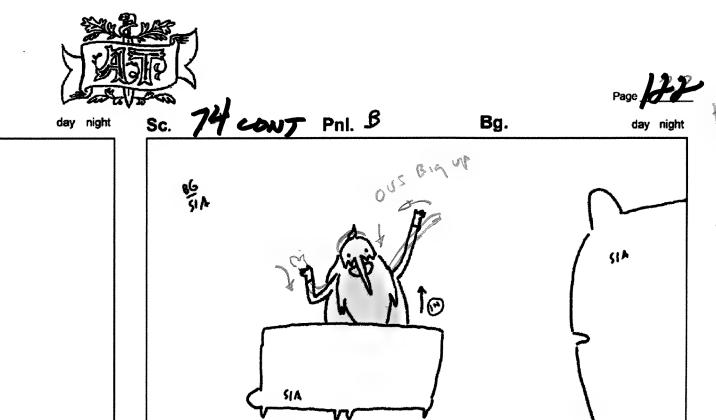
JUN 1 2 2013

Sc.

ADVENTURE TIME

Bg.

Pnl.



Dialog:	O. TA . NAMA!	
	(K): TA - DAMA!	
	•	
Action:	-IK POPS UP FROM BEHIND COUCH	
	TIR TOTAL THE TOTAL	
		JUN 1 2 2013
		0011 = = = 1010
Timing:		
· · · · · · · · · · · · · · · · · · ·		

Produc

014-14c

EPISODE#



ADVENTURE TIME







Dialog: (7) : HOW'S THEY GET THE OTHER COUCH down HERE

(ABD): THERE OYOU ARE, SIR

Action:

- ABO LEANS IN, SHINES A FLASHLIGHT ON FIT, HANDS A TICKET TO J.

JUN 1 2 2013

Timing:

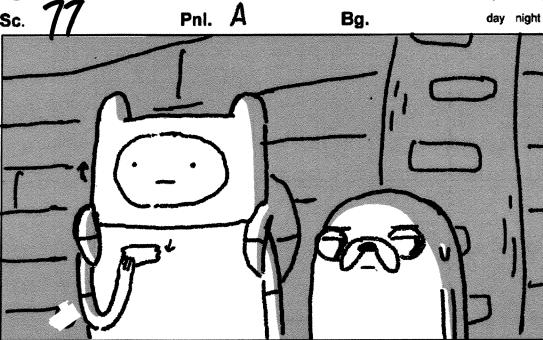
ADVENTURE TIME Sc. 75 WNT Pnl. C Pnl. A Bg. Bg. 1014-140 ABRACA-ICE KING 4-TONITE - 83 Dialog: * THERE YOU ARE. Action: - I LOOKS AT TICKET -cv TICKET JUN 1 2 2015 -ABD HANDS 4 TICKET TO FINN Production: Timing:

01

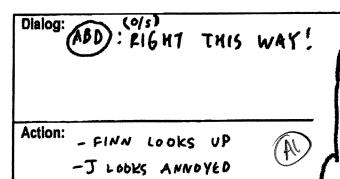








Pnl. A Bg.



Timing:



- ABD SLOWLY WALKS BACKWARDS WHILE BECKONING TOWARD HIM J. HOLDING
UP FLASHLIGHT
-IK ABJUSTS A CHAIR JUN 1 2 2013



Sc. 78 WAT Pol. 8

Bg.

Pnl. A

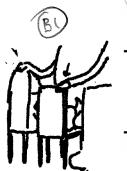
Bg.

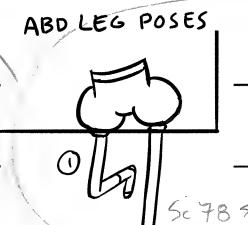
0 EPISODE#

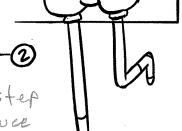
Dialog:

Action: _ ABD CONT'S WALKING BACKWARDS,
BECKONING

Timing:







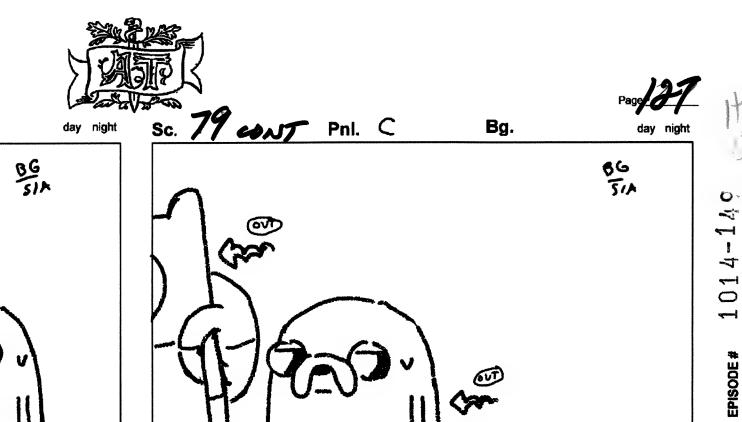
JUN 1 2 2013

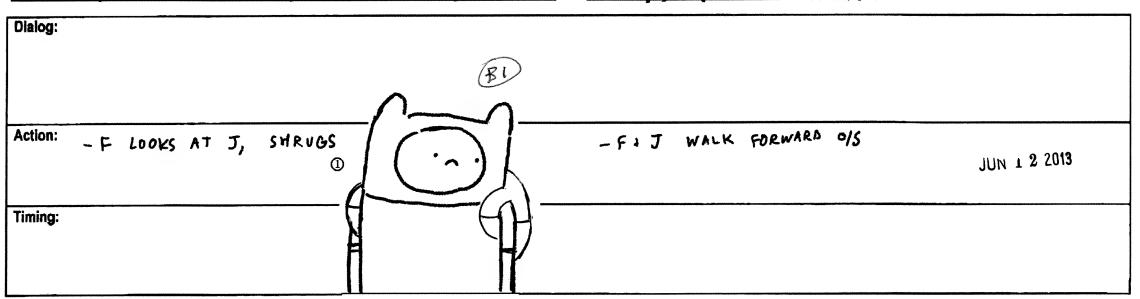
Production:

- IK ADJUSTS ANOTHER CHAIR

Sc. 79 cont Pnl. B

2





Production:

1014 - 149

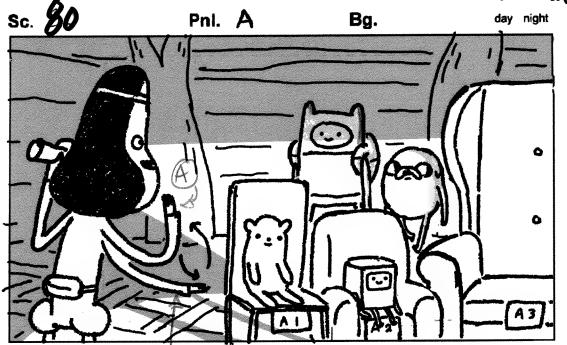
~

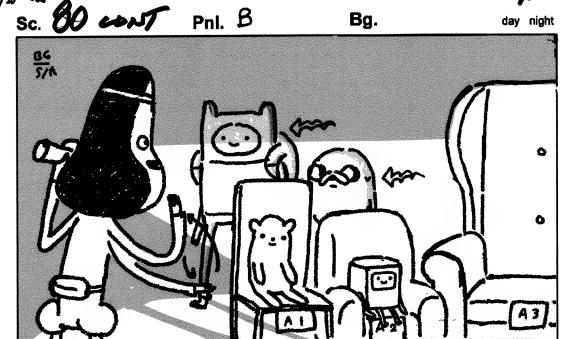


ADVENTURE TIME









Dialog:

Action: - ABD BECKONING
- BMO IS IN ONE OF THE CHAIRS (Plush child's)

- F + J WALK FORWARD

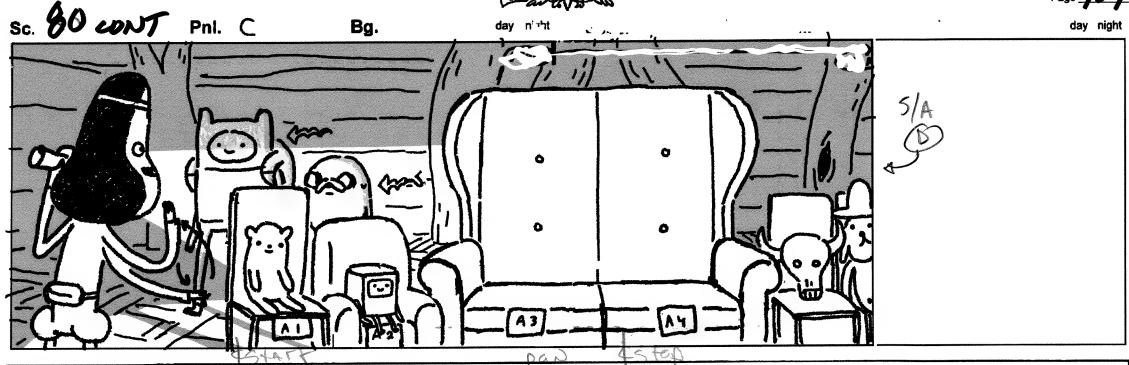
JUN 1 2 2013

SHTING NEXT TO A TEADY BEAR

Timing:







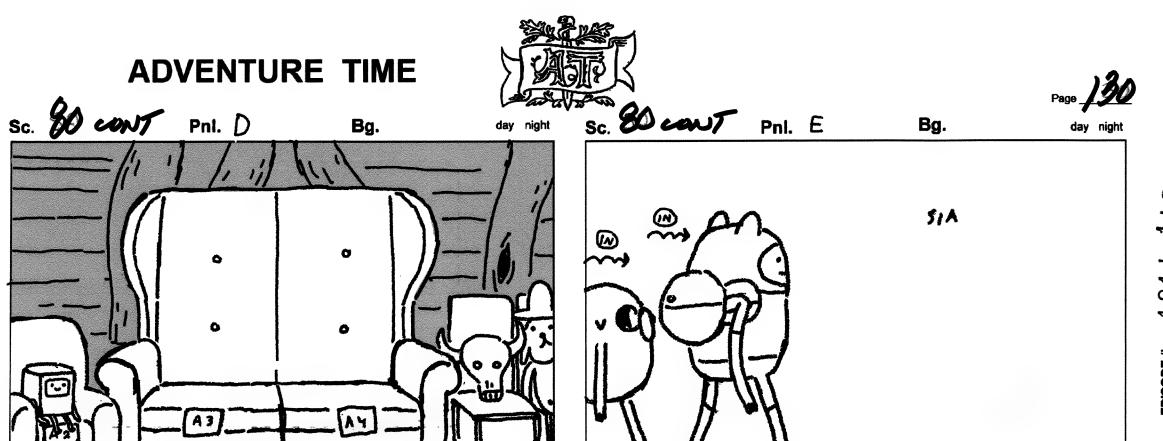
Dialog:

- PAN RIGHT AS FIJ WALK LEFT Action:

JUN 1 2 2013

Timing:

1014 - 149



alog:		
ion:	-F+J WALK ON/S	
	P + J WALK SKYS	
		JUN 1 2 2013
		3011 -
ning:		
um g .		

Action:

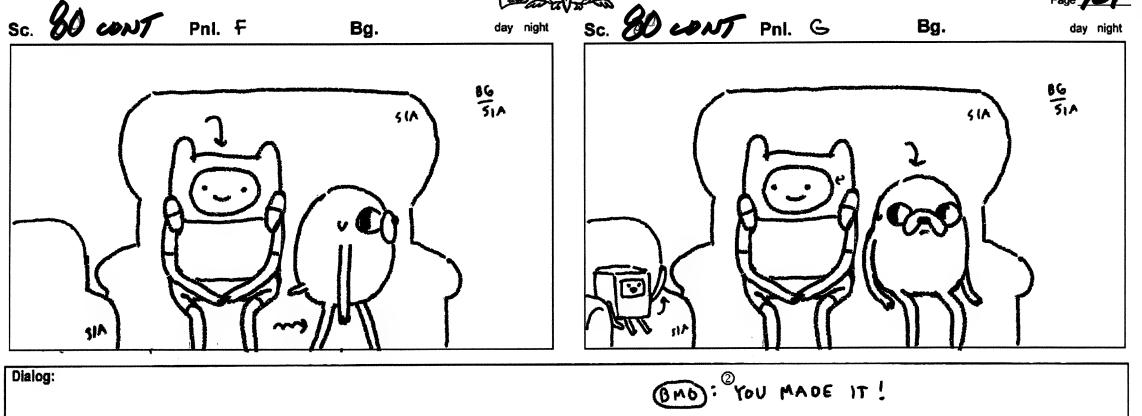
Timing:

- FINN 5175

ADVENTURE TIME







SFX : (IK TESTING OUT DRUMS)

1 2 2013

- JAKE SITS

- BMO WAVES

Production:

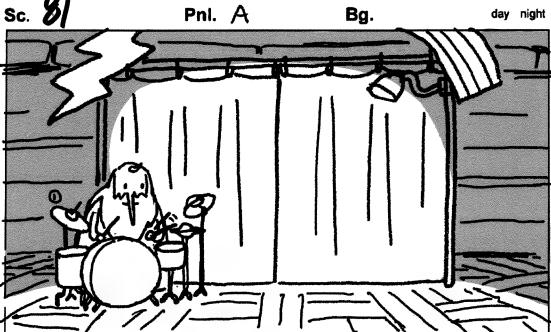
EPISODE#

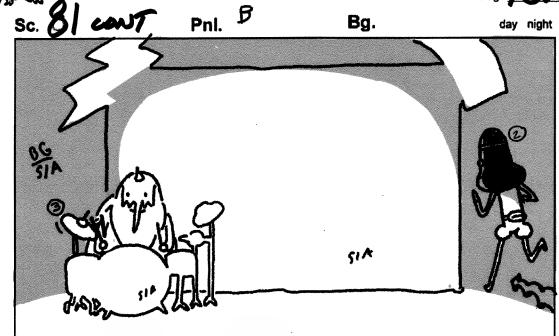
11111119

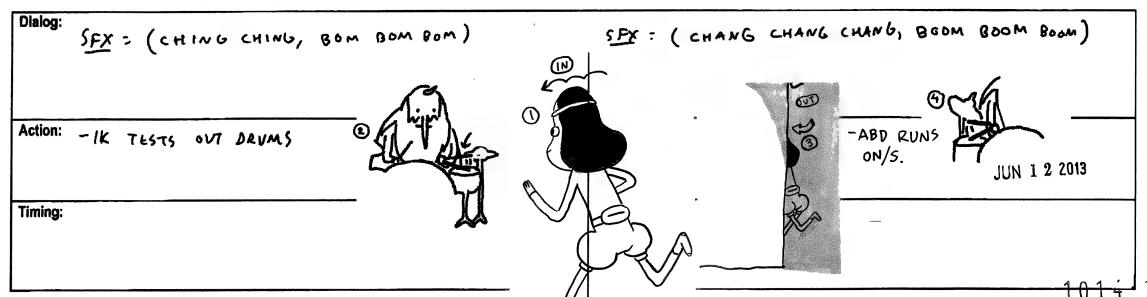












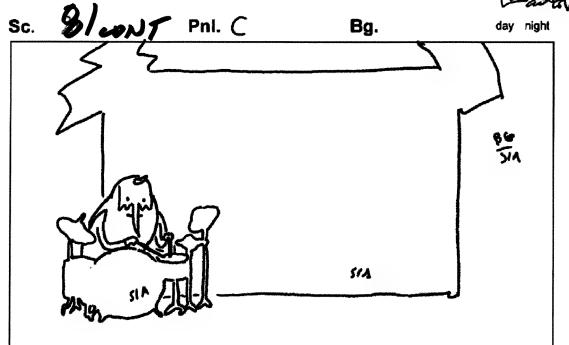
Production:

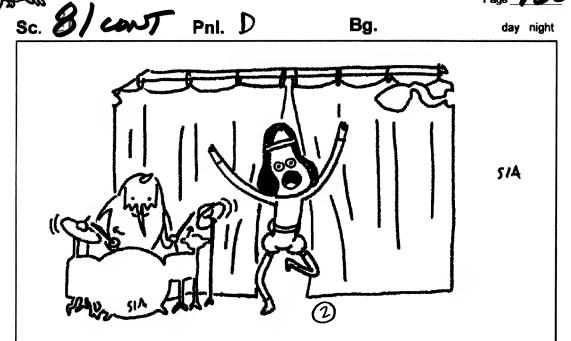
Al	VC	E	1	Tl	J	R	E	T		N		E
----	----	---	---	----	---	---	---	---	--	---	--	---



Page /33

01





	0		7		
)					Z
 5	-	\		1	
	1831				

1014-149

Dialog: SEX: (DRUMROLL ...)

ABD: CAW!!!

SFX = CHINNUG (hits cymbols)

Action:

-ABD BURMS THRU CURTAINS

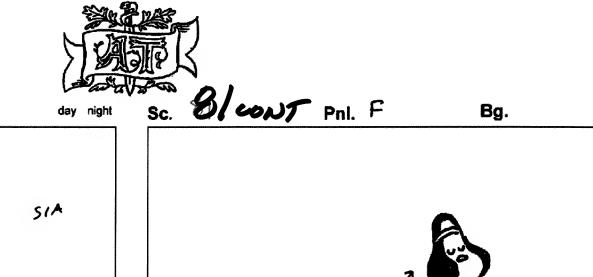
Timing:

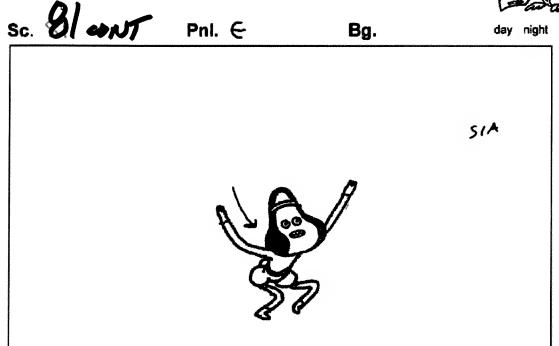
200 This material is the Property of The Case

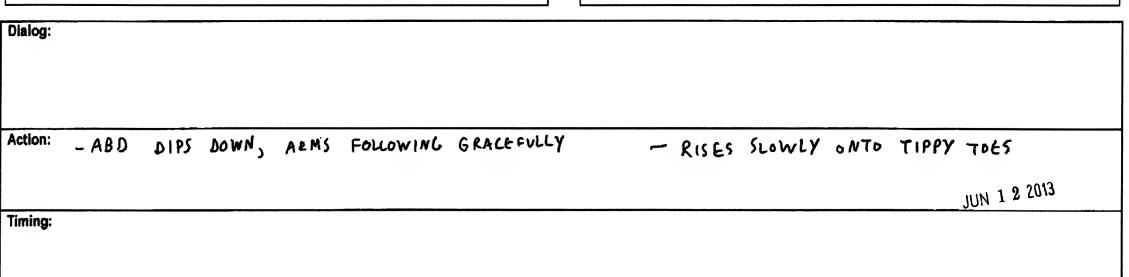
014

EPISODE#

ADVENTURE TIME







SIA





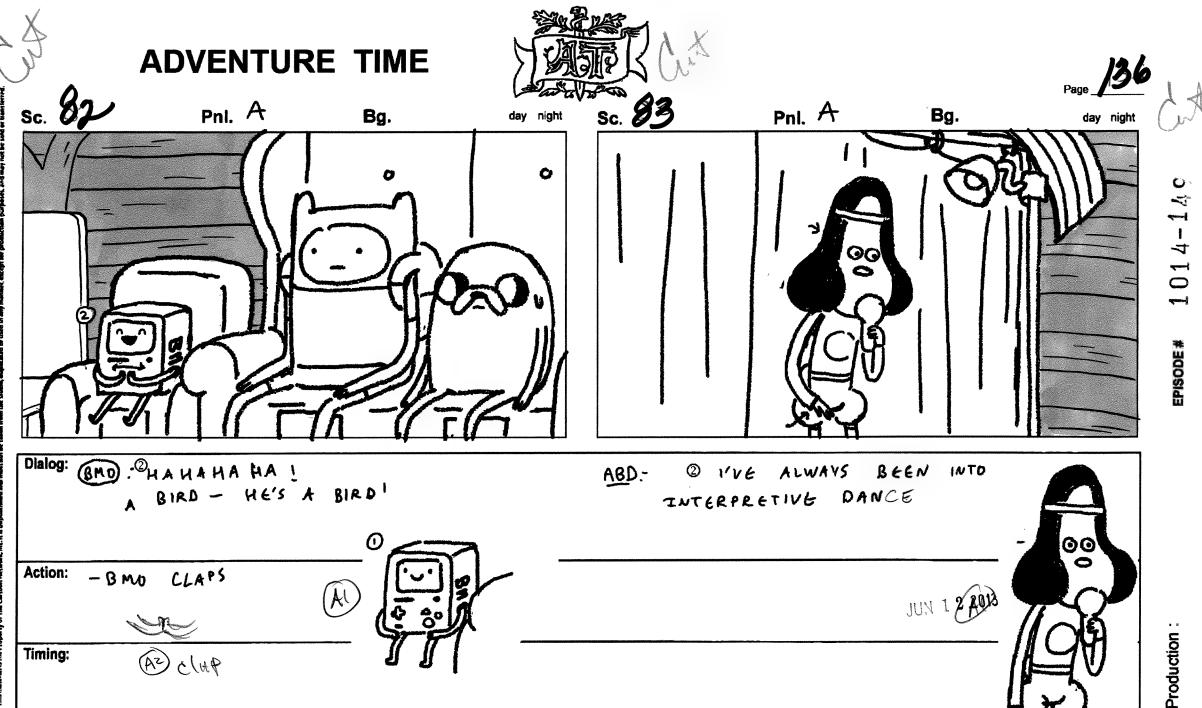
61			and to	To W			Page //
sc. Blunt	Pnl. G	Bg.	day night	Sc.	Pnl.	Bg.	day night
	•		5 /A				
	,	J ₅			>		

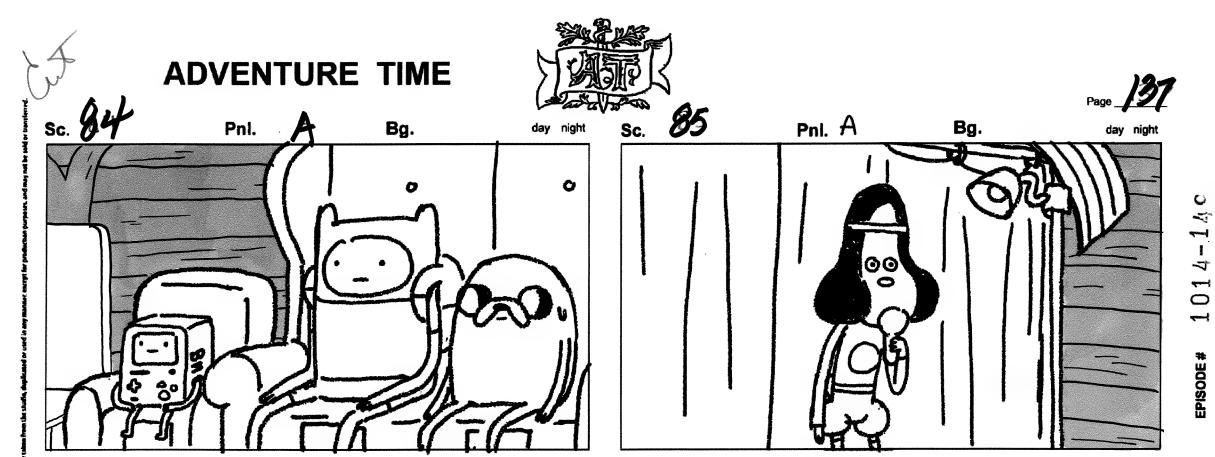
~	

Dialog:	ABD: TA-DA!	
Action:	- FALLS BACK INTO NORMAL STANDING POSE	JUN 1 2 2013
Timing:		`

Dradionian







Dialog:	(ABD): BUT	(/ve	NEVER	BEEN	ABLE TO	FIND	A	MUSTON
	WHO	COVL	D MATO	CH MY	ENERGY	r		

Action: - WATCHING

1 2 2013

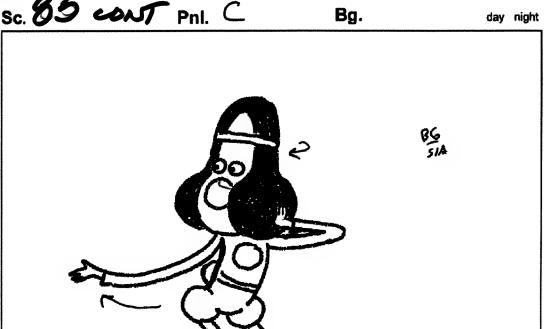
Timing:

1014.149





Sc.	85 CONT	Pni.	В	Bg.		night
					BG SIA	



Dialog: (ABD = UNTIL		(ABD): NOW!
Action:	(B) CARDROARD	- ABD GESTURES TO THE LEFT FLAMBOYANTLY
	FALLS	JUN 1 2 2013
Timing:		

ADVENTURE TIME sc. 65 unt Pnl. D Bg. Pnl. Bg. Dialog: SEX : * ELABORATE DRUMMING * Action: - PAN TO SHOW IK - IK STARTS ROLKING OUT ON DRUMS JUN 1 2 2013 (ALTERNATE BETWEEN POSES IN NEXT 3 PNLS + THIS ONE Production: Timing:

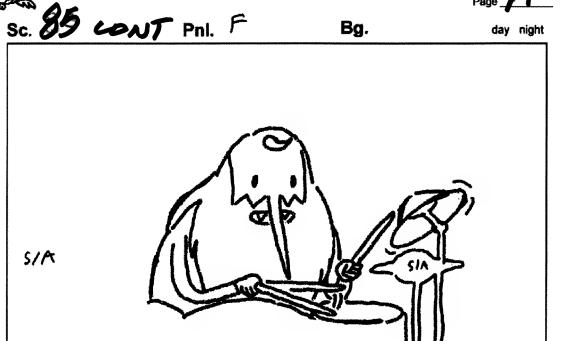
1011149



Page HO

Sc.	85 WINT	Pnl. E	Bg.	day night
	j	المالية		
SĮ	ia L	ll a		

-IK DRUMMING



Γ	Dialog:
	g.
1	

Action:

Timing:

٠	•
5	_
2	2
ŧ	j
-	j
Ş	į
Ì	-
\mathbf{a}	

014 - 14

EPISODE#

JUN 1 2 2013

014-

EPISODE #

ADVENTURE TIME





Sc. 85 CONT Pnl. G Pnl. A Bg. 51A Dialog: SAX: DRUMMING

Carabodia Mic.

Action: - IK DRUMMING

- ABD DANCES, SLOWLY SHIFTING POSES TAI CHI - LIKE

JUN 1 2 2013 _

Timing:

A	D١	V	E	N	T	U	R	E	TI		V	E
---	----	---	---	---	---	---	---	---	----	--	---	---





1014-140

EPISODE#

	•	DVEITIONE			V			Page
Sc.	86 con	T Pnl. B	Bg.	day night Sc.	36 cont	Pnl. C	Bg.	day night
						An a		
			A		C14	1		
	51*	<i></i>			<i>\$\\</i>			
		(DEC)				B		
		D G ,	AA-444/A			U		

Dialog:		
Action:	- SWOOPS DOWN, SQUATING,	- WITHOUT STOPPING, SWGOPS UP, RAISING ARMS - HOLD A MOMENT ON TIPPY TOE JUN 1 2 2013
Timing:		

A	D	V	E	h	J	T	U	F	RE	TI		V		E
---	---	---	---	---	---	---	---	---	----	----	--	---	--	---





sc. Blo wont	Pnl. D	Bg.	day night	Sc. 86	cont	Pnl. €	Bg.	Page
		C A -						
				1				
5 ₁ A	<i>y</i>	A		SIA				

Dialog:			
Action:	- DROPS BALK ON TWO FEET - ARMS FOLLOW	- SWOOPS DOWN ON ONE KNEE, LOWERS HEAD, PUTS HANDS ON HIS FACE	-
Timing:		JUN 1 2 2013	

Production:

1014-14c

EPISODE#



MILL

A .	<i>-</i>				•			Page
sc. He cont	Pnl. F	Bg.	day night	Sc. 86	CONT	Pnl. G	Bg.	Pageday night
	R						1	
51A	H	F		SIA			y way	
				L				

- QUICKLY STANDS, THROWS HEAD BACK - BROPS INTO SQUAT POSE -ARMS FOLLOW IN WIGGLY MOTION Action: _ PUMPS FISTS TO THE SKY

Timing:

Dialog:

Production:

EPISODE#

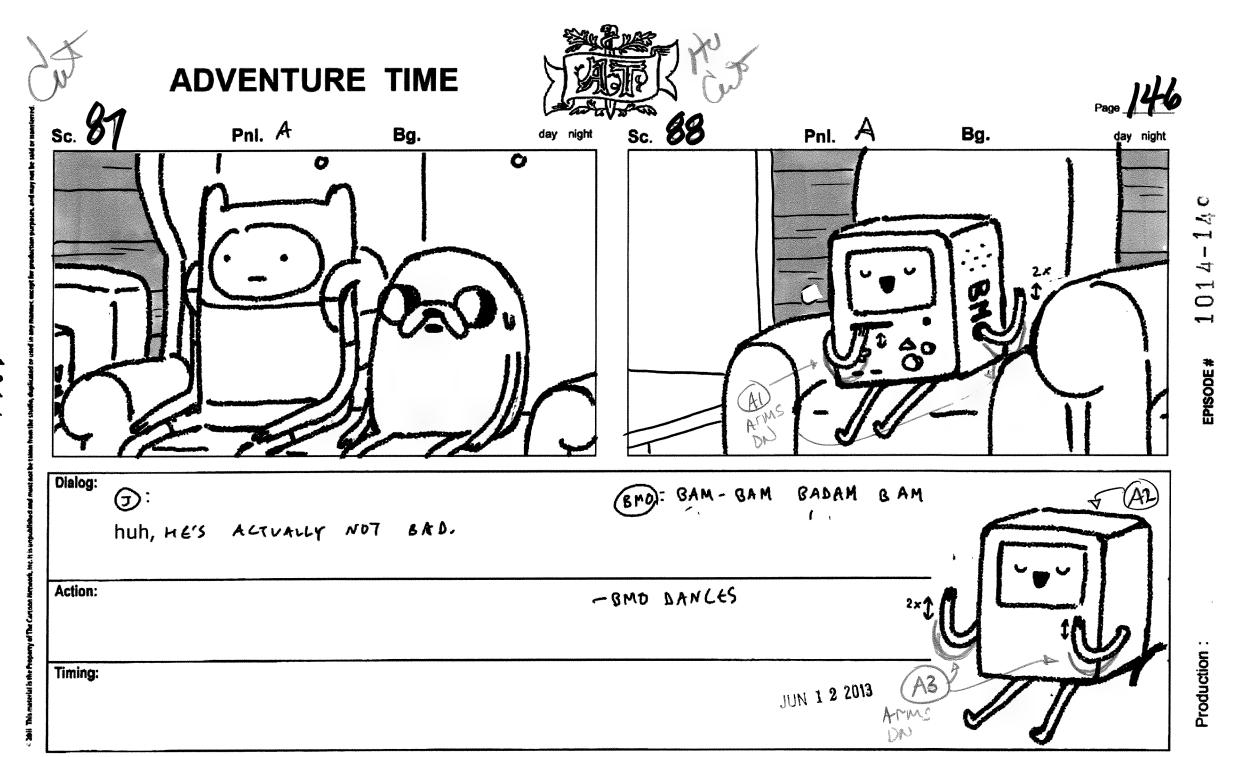
JUN 1 2 2013



Page 145

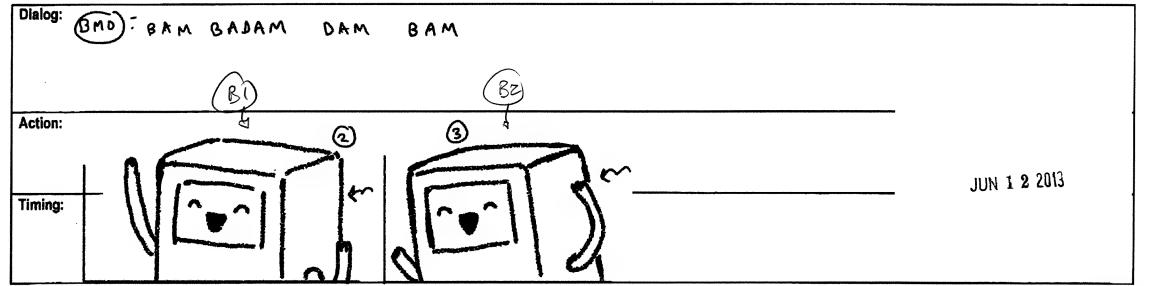
	AD	AFIAIO	LE IIIAIE					
sc. 86	WNT	Pni. H	Bg.	day night	Sc. 86 CONT	Pnl. I	Bg.	Pag
	•							
51	K				SIA			
			A STATE OF THE PARTY OF THE PAR		21/4		The state of the s	

Action: — DROPS KNEES TO FLOOR, — CONTINUES LEANING FORWARD, — HUGS HIMSELF, LEANIS FORWARD DRAMATICALLY HUGGING HIMSELF, AS IF IN PAIN JUN 1 2 2015



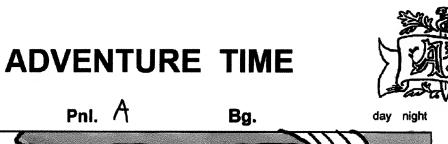


Page 147



 \bigcirc

EPISODE#





Sc. 89 cont Pnl. B

5/A

Bg.

Dialog:

BMO: (os) bam, bam bum...

(BMO): DANCE PARTY!

0,0,0

- ABD CONT'DANCE - BMO DANCES ONTO STAGE

Action:

- A BD HEAD SHAKE DANCE

AD

JUN 1 2 2013

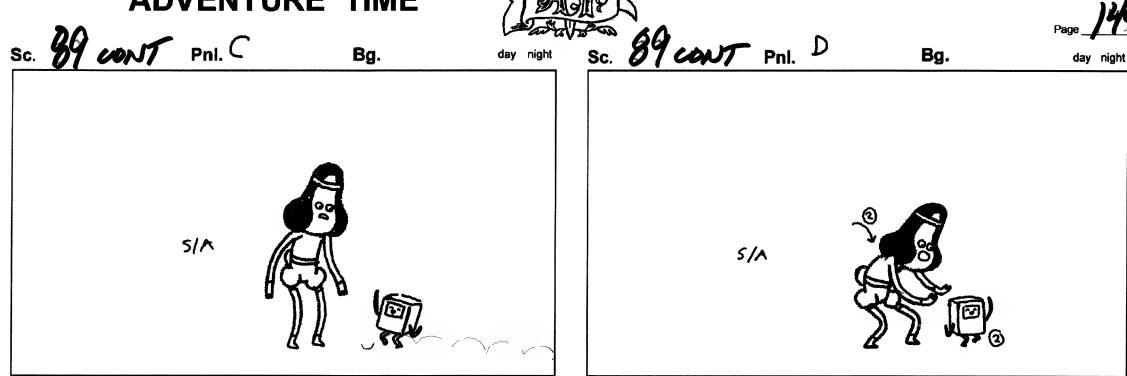
Timing:

EPISODE #

ADVENTURE TIME







Dialog: (BNO): BOOM CHICA BOW WOW!

BMD: BOOM CHICA BOW WOW!

Action: -BMO DANCES NEXT TO ABD - ABD STOPS DANCING



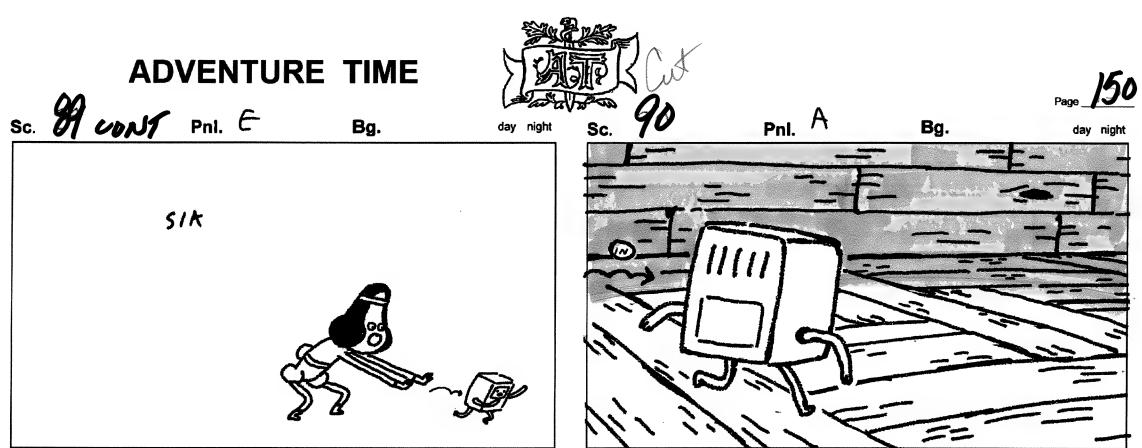
-BMD CONT'S DANCING -ABD STOOPS DOWN



O JUN 1 2 2013

Timing:

	s except for production purposes. I
	used in any manue
<u>.</u>	ffe, duplicated or
•	inn from the stu
	THE BOX PE E
1	ublished and n
	ork, Inc. it is onp
	Ž



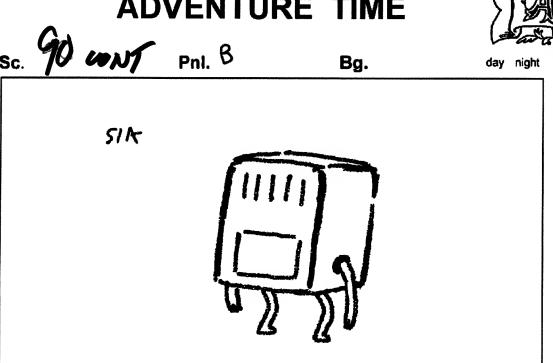
Olalog:	BNO: A - A - A - A - A - A - A - A - A - A	
	ABD: NO!	
Action:	- ABD PUSHES BMO - BMD STAGGERS FORWARD 0/5	JUN 1 2 2013
Timing:		

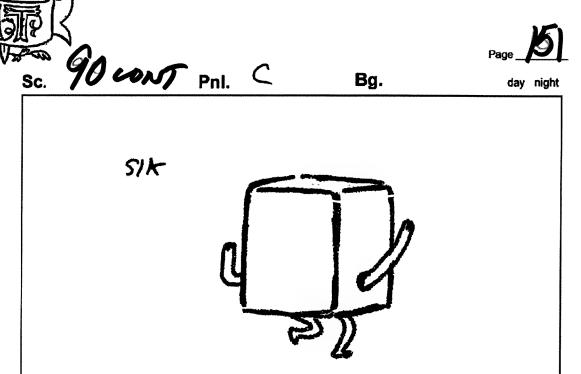
Production:

1014-140

EPISODE#

ADVENTURE TIME





Dialog:	BMD: DOOPA DOOPA
Action:	- BMO STARTS DANCING AGAIN
	JUN 1 2 2013
Timing:	

1014.149





SIA

Sc. 90 LOUT Pol.

Bg.



EPISODE#

Dialog:	(m):	(CONT')	b <i>DO</i> M	DDOM
	(BWO) .	(com.)	ויו טטע	DOUN

BNO: DOUPA DOUPA

- DAG LATER AKONA DANCE 2	INS AROUND WDANCE Step
	INS AROUND WAY & STOR

JUN 1 2 2013

Timing:

014-140

EPISODE#

ADVENTURE TIME





		wavav	mm Or			Page
Sc. 90 CONT Pn	ı. F Bg.	day night	Sc.	Pnl.	Bg.	day night
SIA						
Y						

Dialog:	(MO)	(cony)	DOOM	DOOM
	(0,1,2)	[20	ייייע	2001

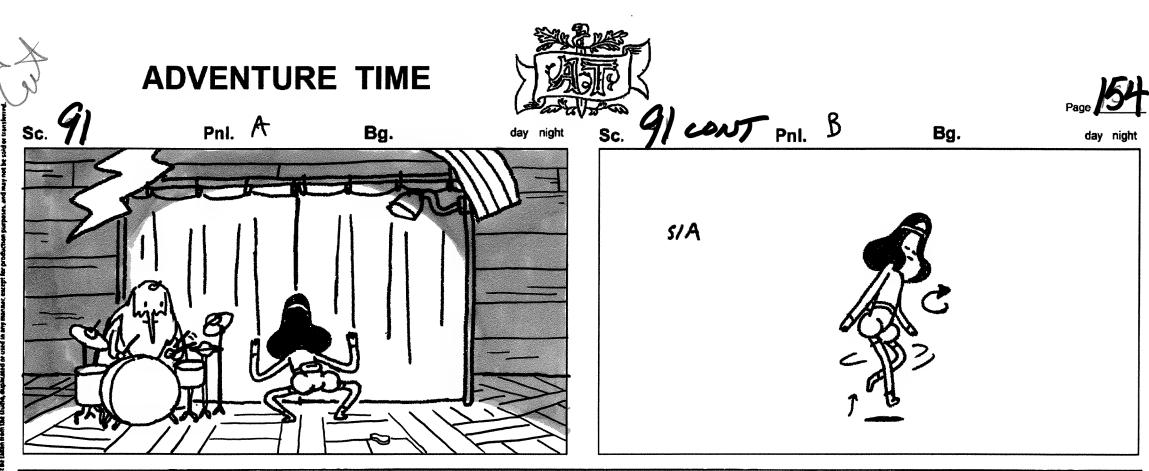
Action:

- DANCING

Timing:

JUN 1 2 2013

Timing:



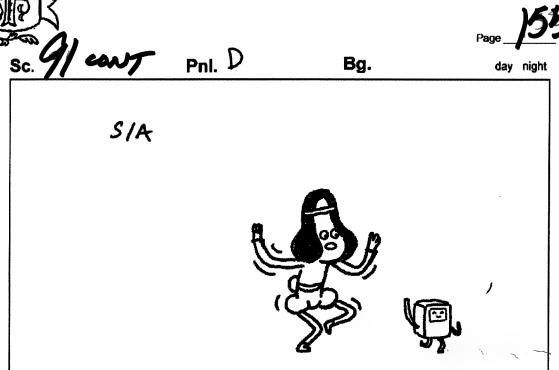
Dialog: S.P. T BMO: (os) doppa doppa doom doom - ABD JUMPS + TURNS ABOUT IN THE AIR Action:

JUN 1 2 2013





SIA



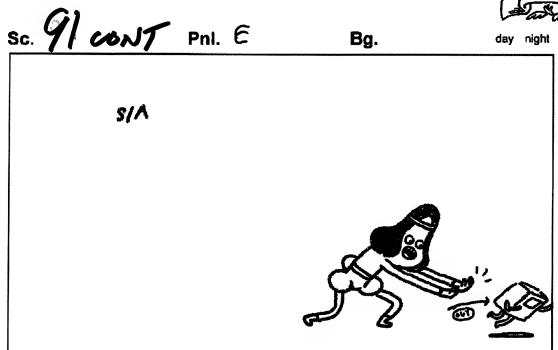
Dialog: BMO: doppa doppa doom doom Action: - AND LANDS ON ONE FOOT, HOLDS POSE _ BMO DANCES NEXT TO ABD - ABD NOTICES BMD, STARTS TO LOSE BALANCE - BMO RVNS ON/S Timing: JUN 1 2 2013

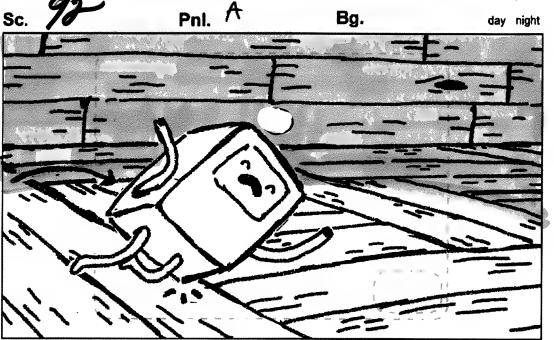
Production:

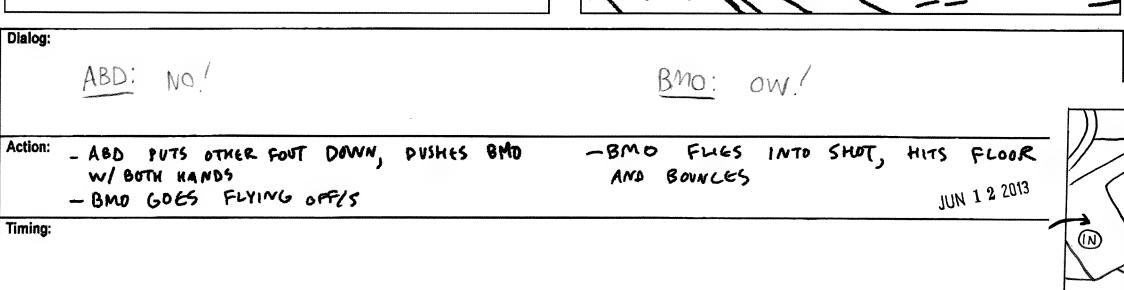
EPISODE #



Page 156







AL

014-149

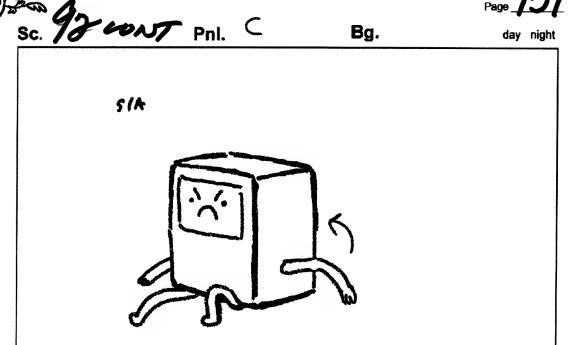
EPISODE #

A	D	V	E	N	T	U	R	E	T		N	1	E
---	---	---	---	---	---	---	---	---	---	--	---	---	---

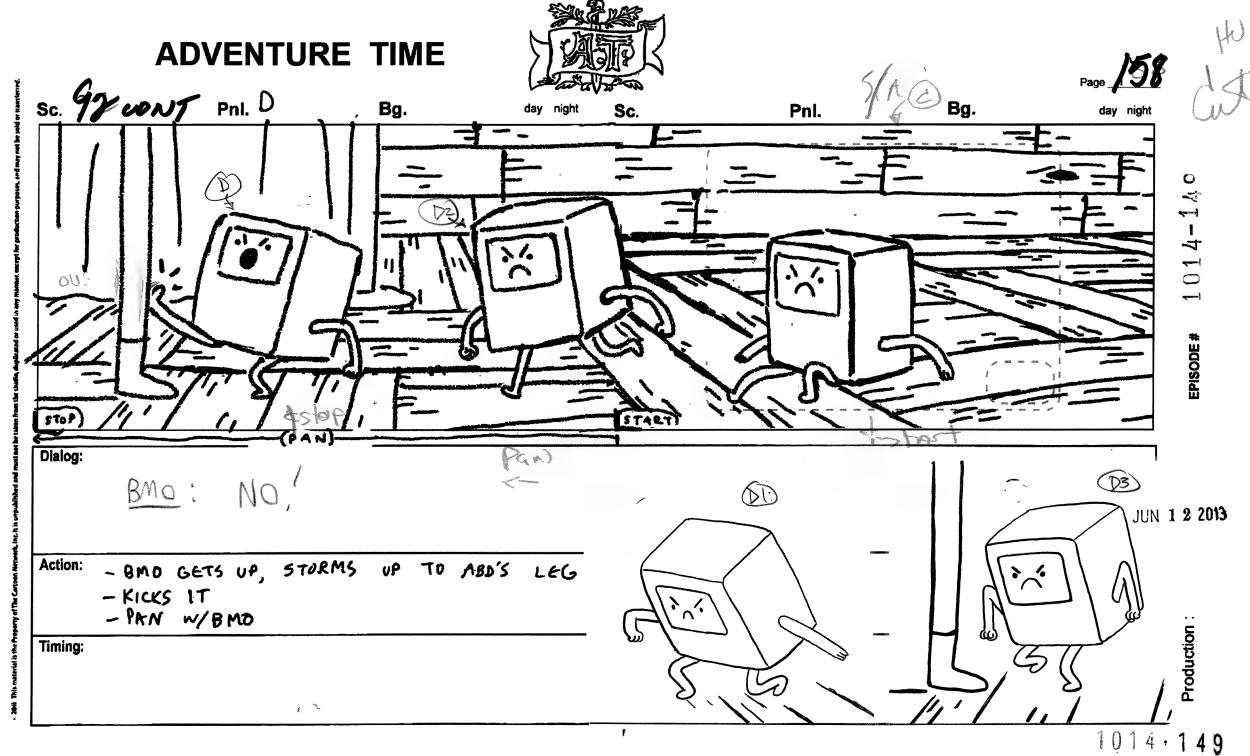


Page 157

Sc. 97 conf Pnl. B Bg. day night



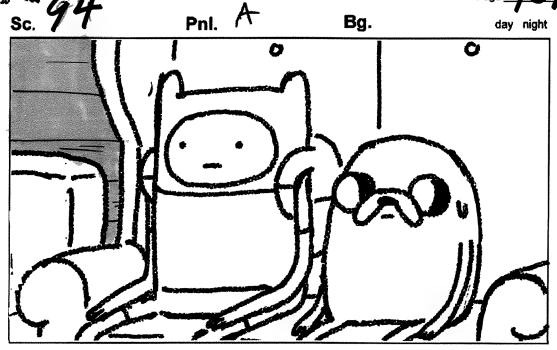
Dialog:		
Action: _ BMO LANDS ON BACK	- SITS UP, ANGRY	
Timing:		JUN 1 2 2013







Pnl. A Bg. 2



Dialog: (ASD) - 6W - - -

WHY ARE YOU DOING THIS - . -

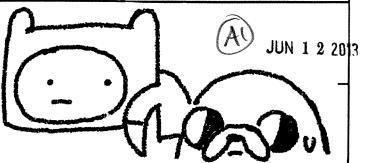
(BNO) = (015) YOU PUSHED MY WHOLE BODY! WITH YOUR HAND!

Action:

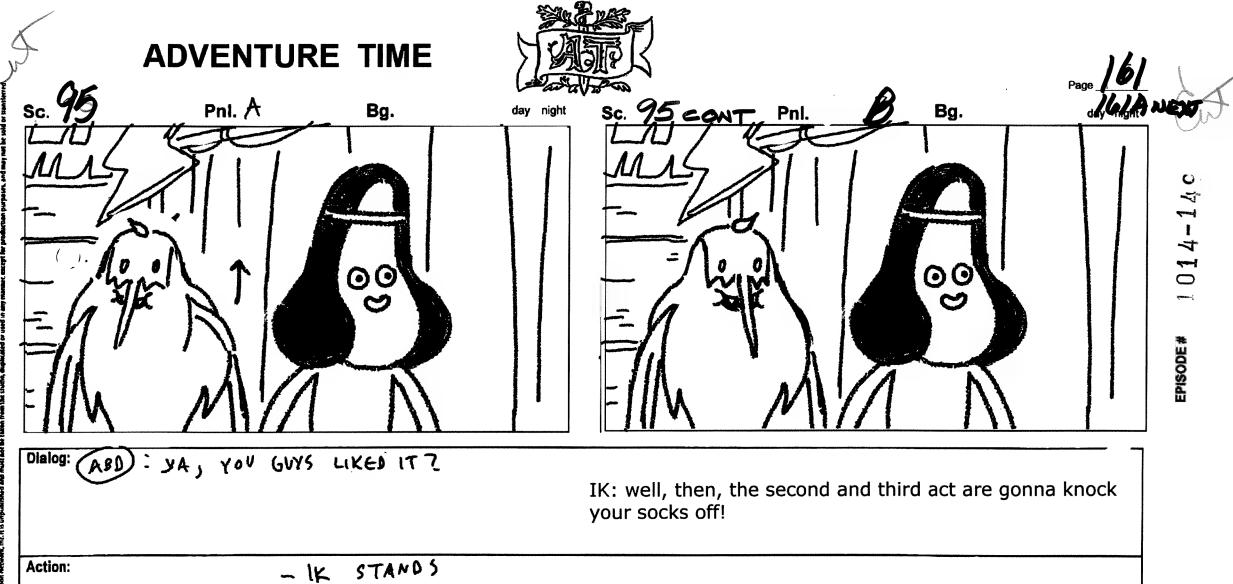
Timing:



-F+J WATCH ABD +BMO ARGUE OFF/S -FIJ GLANLE AT EACH OTHER

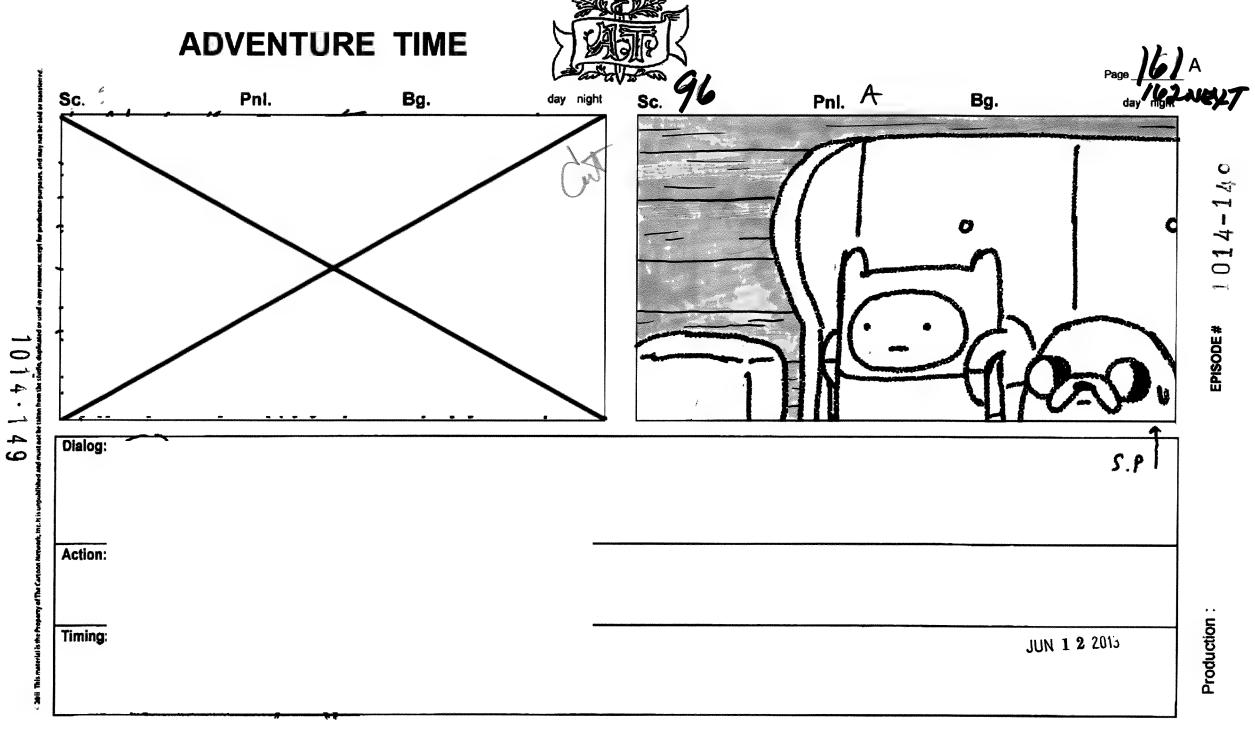


ADVENTURE TIME Sc. 94 WNT Pnl. 8 Bg.	day night Sc. Phus Pnl. C Bg. day night	4.5
SIA 1 CONTRACTOR OF THE SIA		EPISODE# $1014-14c$
Dialog: F: VHM (LOVD)	F = (APPLAUDES) WOO! THAT WAS GREAT, GUYS!	
Action:		<u></u>
Timing:	JUN 1 2 2013	Production



Action: — IK STAND >

JUN 1 2 2013







Sc. 96 CONT PAIL B SIA

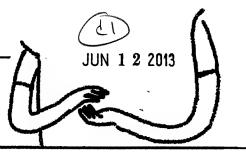
Sc. 96 CONT Pol. C Bg. SIA

Dialog: (F): UH -- ACTUALLY JAKE AND I GOTTA ...
GOT SOME STUFF TO TAKE CARE OF .

Action: -F +J STAND UP

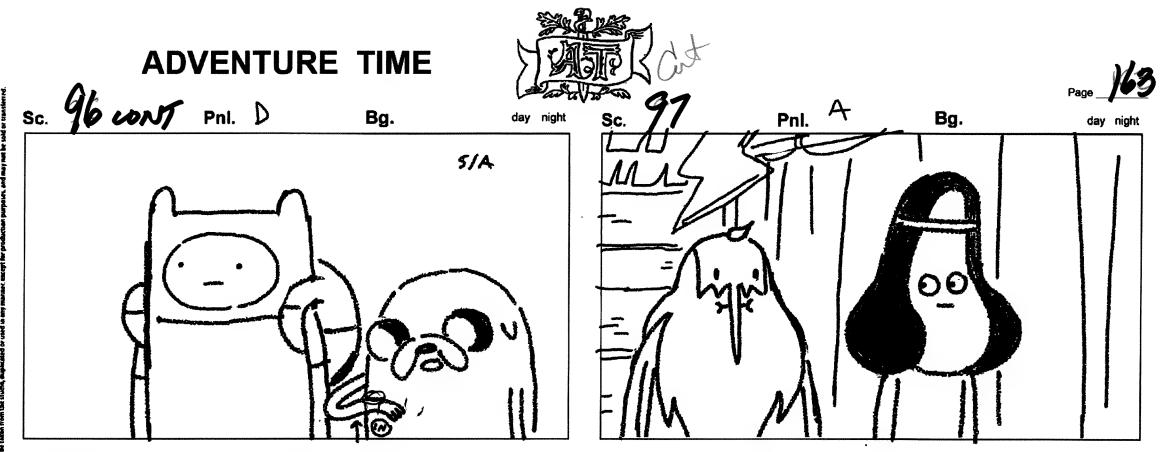
- F CLAPS HIS HANDS - LIGHTS COME ON

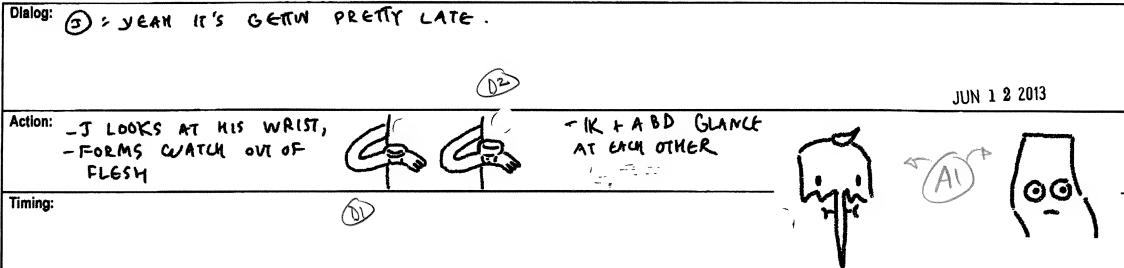
Timing:



EPISODE#

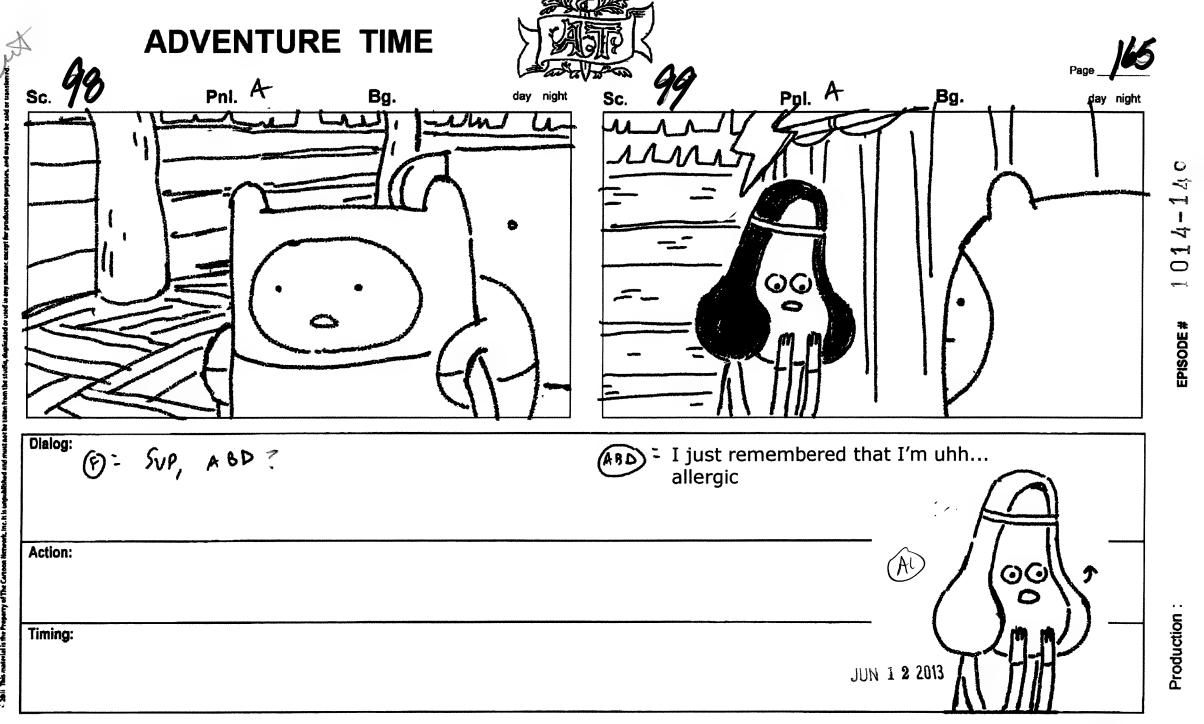
EPISODE #





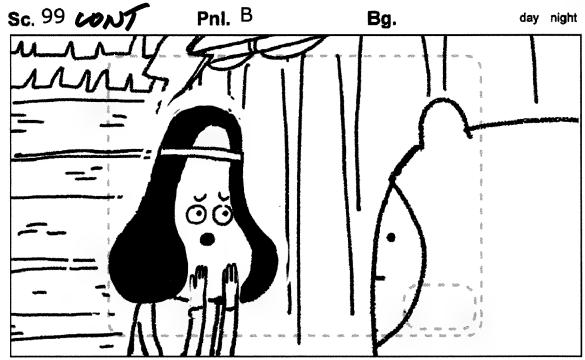
ADVENTURE TIME	7 Mare K	164
Sc. 97 CONT Pnl. B Bg.	day night Sc. 97 CONT Pnl. C	Page
See A series of the series of	514	
Dialog: ABD: UH	(ABD) - OH GLOB	
Action: - IK SIDESTEPS/ SLINKS AWAY DI	FF-/ <i>S</i>	JUN 1 2 2013
Timing:		

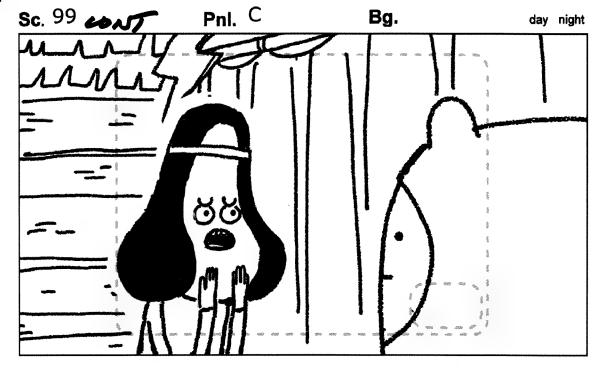
1014-1-9





Page <u>166</u>





• * -	•	
Dia		
JIA	81 BC B	-
-		•

ABD: uhhh to...to..

ABD: the night sky

Action:

Timing:

JUN 1 2 2013

Production:

EPISODE#

014.14

and the second second of the s

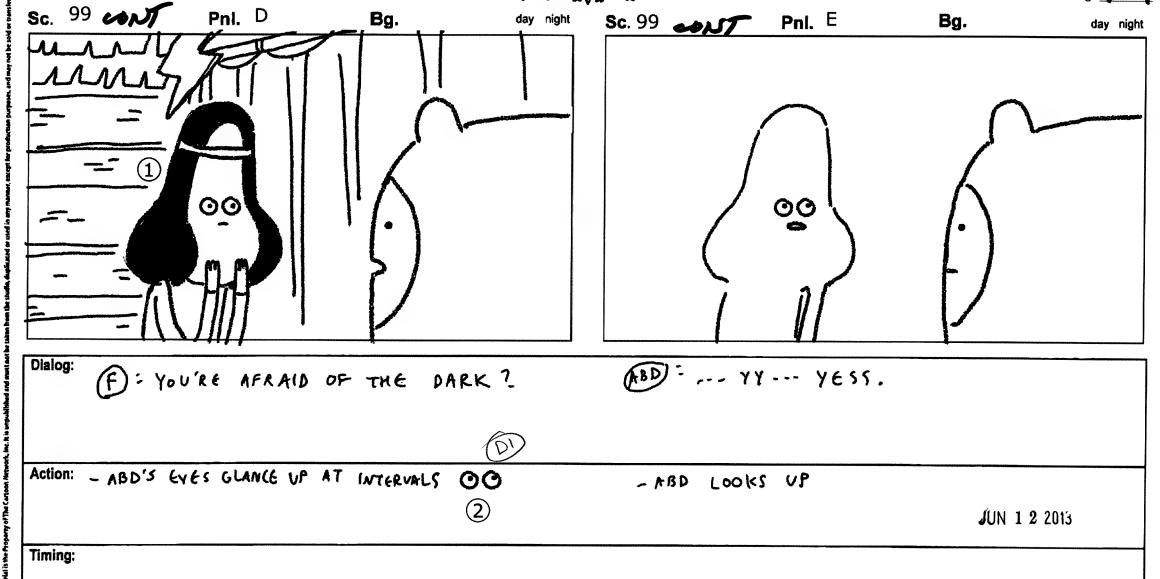
1014.149

ADVENTURE TIME





Page 167



EPISODE# 1014-140

1014-14

Pnl. A

00

CJRTAIN Bg.

ADVENTURE TIME

Timing:

Action:

Dialog:

>2



Sc. 102 Pnl. C Bg. day night Sc. 102 Pnl. D Bg.

ŌŌ

Dialog:

 \supset

9

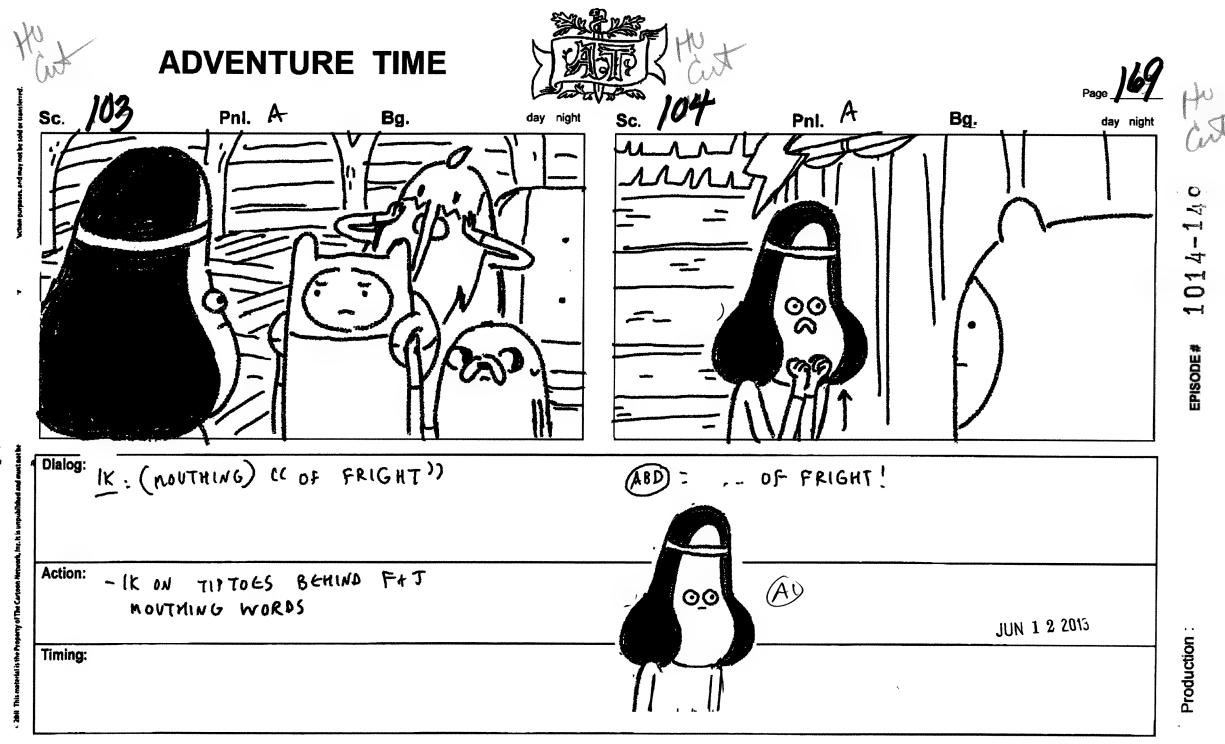
ACD: of...of...

Action:

Timing:

JUN 1 2 2013

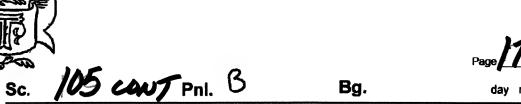
101-149



1014 - 149

Dialog:

ADVENTURE TIME Pnl. A Bg.



01

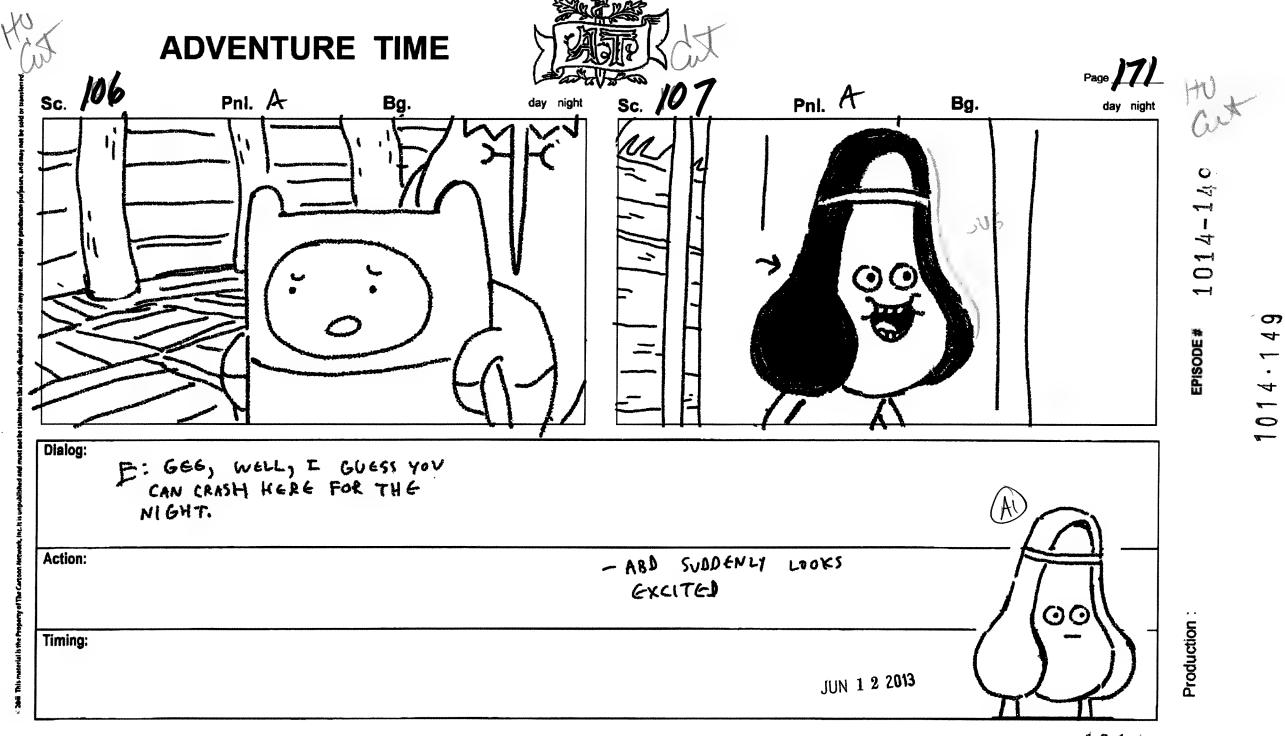
SIA SIR

- IK DROPS HIS ARMS AND ASSUMES CASUAL POSE

JUN 1 2 2013

Production:

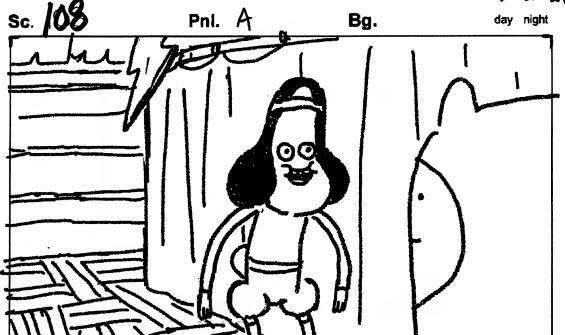
Action: - J TURNS HIS MEAD TIPTOES
-LOOKS AT IK ON HIS TIPTOES
WARMS UP
-IK LOOKS AT J Timing:

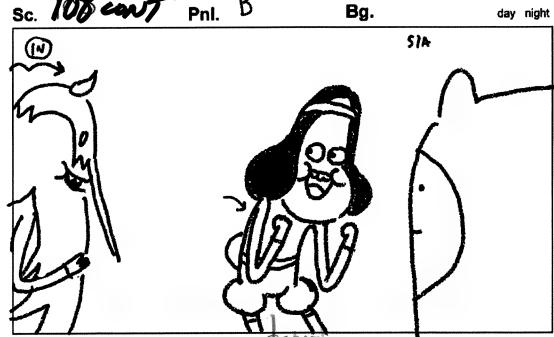


1014-149









Dialog:

(ABD): ALRIGHT!

Action:

-IK RUNS UP TO ABD - ABD PU MPS HIS FISTS

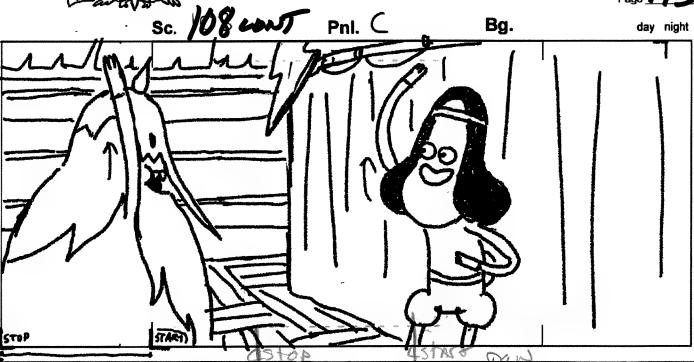
JUN 1 2 2013

Timing:

Dialog:



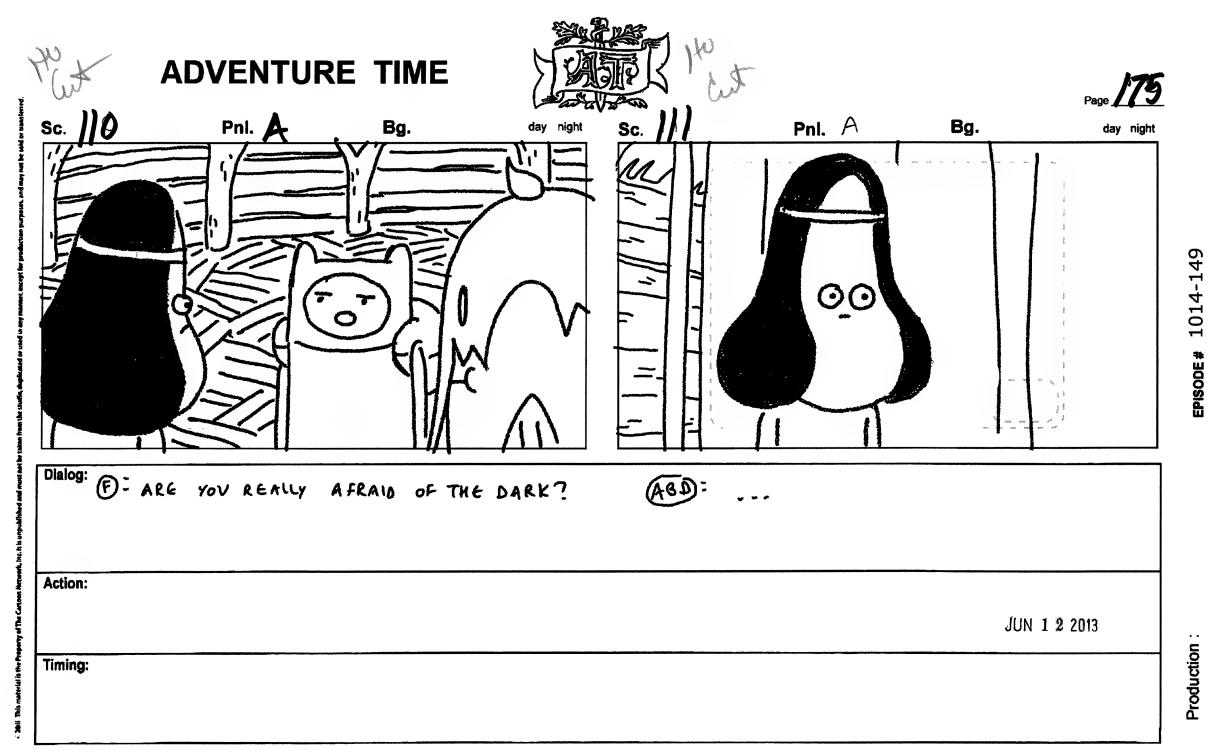




	(K) (ABD): SLEEPOVER!
Action:	- ADJ TO FRAME IK + ABD - IK + ABD PAISE THEIR HANDS
Timing:	JUN 1 2 2013

1014-149

ADVENTURE TIME Sc. 108 WNT Pnl. D Pnl. A Bg. Bg. SIA 1014-149 Dialog: (F): WAIT ... JUN 1 2 2013 S.P. Action: - IK + ABD HIGH PIVE EACH OTHER Production: Timing:

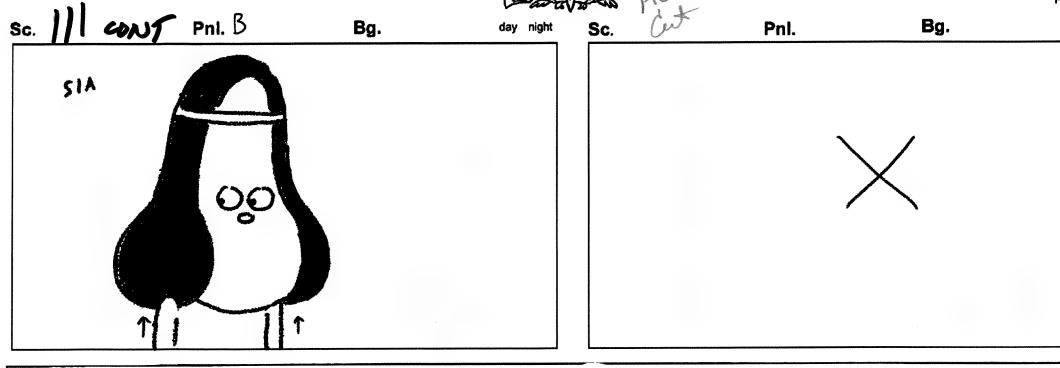


1044.149=



Page 174

day night



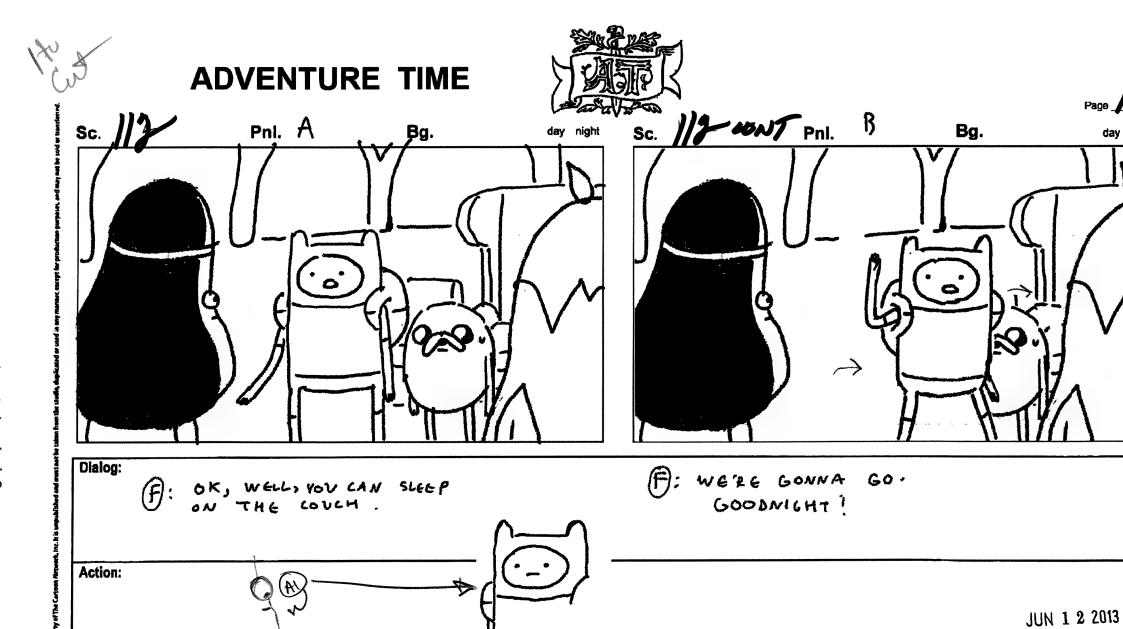
EPISODE# 1014-149

Dialog: (ABD) = ..., MAY BE ?

Action: -ABD SHRUGS, GLANLES TO THE SIDE

JUN 1 2 2013

Timing:



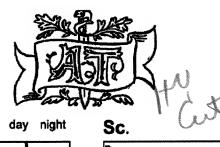
Production:

EPISODE# 1014-149

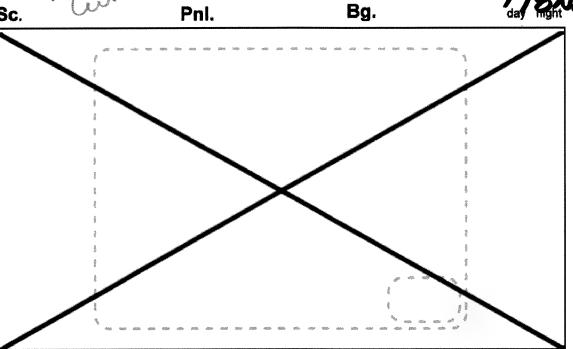
O

101

1014-149



Sc. 112 con Pnl. C Bg. day night



Dialog:

Action:

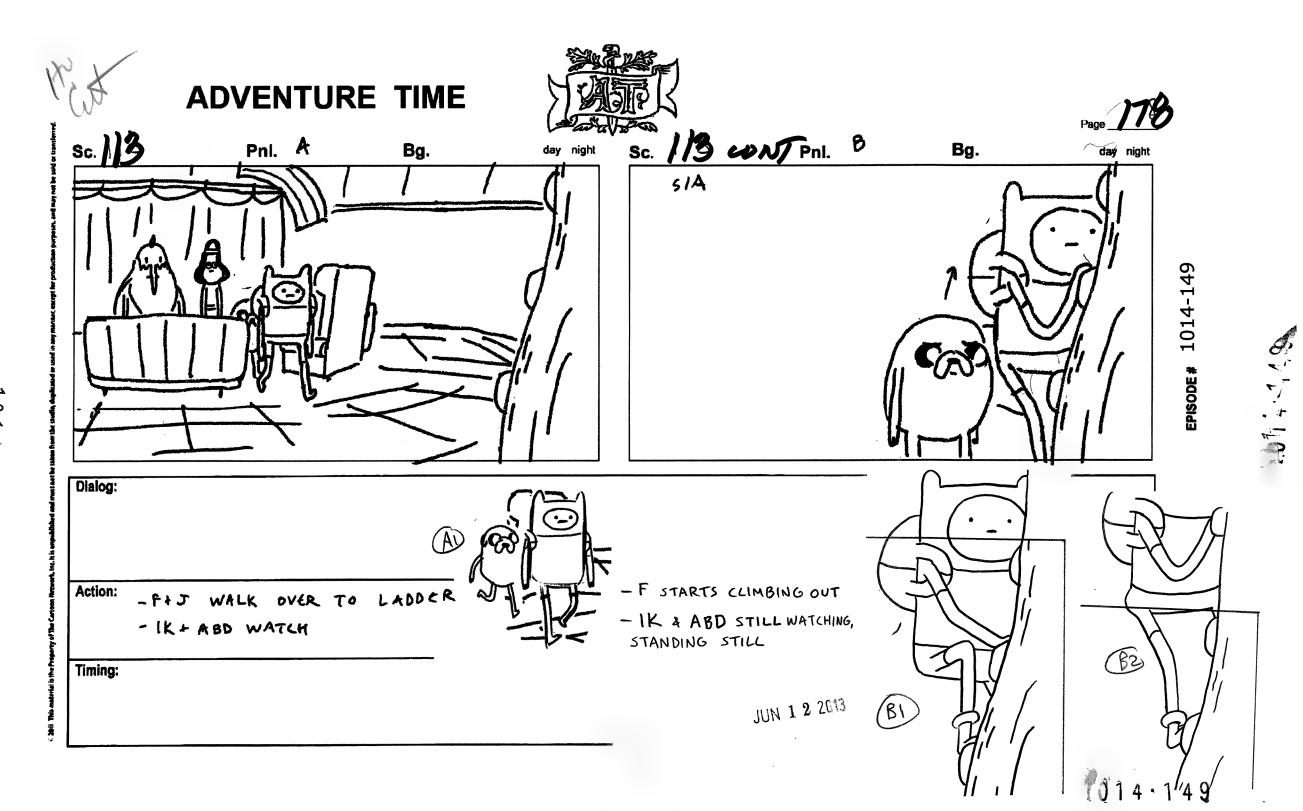
Timing:

Production

1014.140

1014 · 149

JUN 1 2 2013

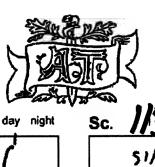


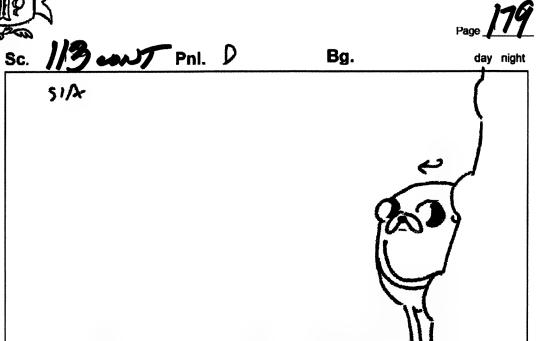
EPISODE# 1014-149

ADVENTURE TIME

Bg.

Sc. 113 UNT Pril. C





Dialog:

Action: -F CLIMBS OFF/S

-J STARTS CLIMBING

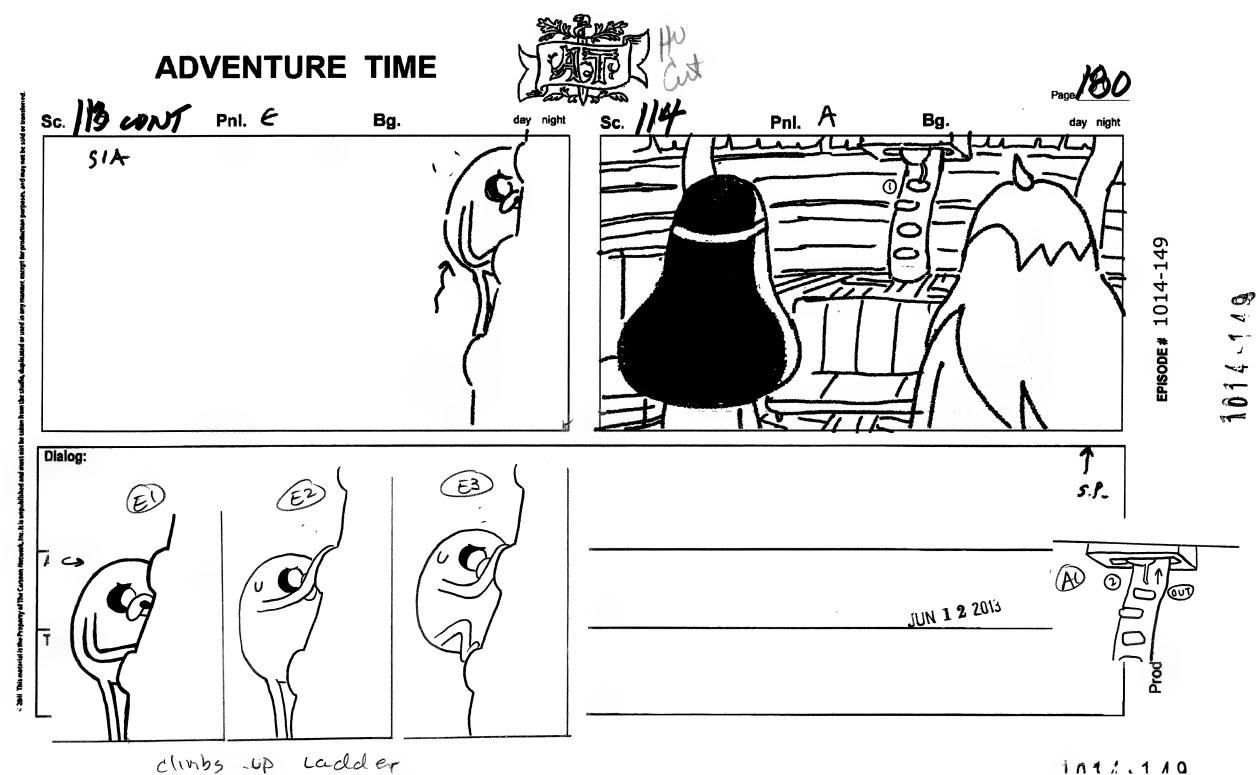
ABD + IK

- ABD IK STANDING STILL

JUN 1 2 2013

Timing:

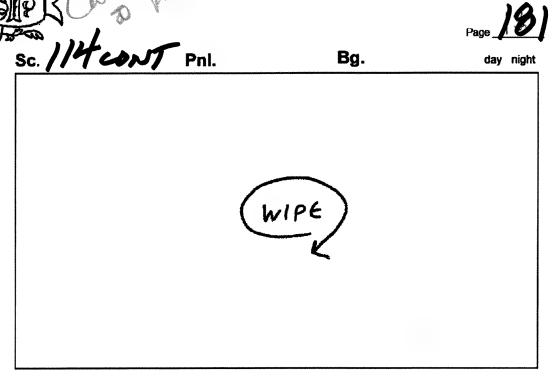
1014-149



9

×
P
•
4
9

, ADVENTURE	TIME		The whole
Sc. 114 UNT PHI. B	Bg.	day night	Sc. 114 CONT
SIA		6	



1014-149	
EPISODE#	

1014-119

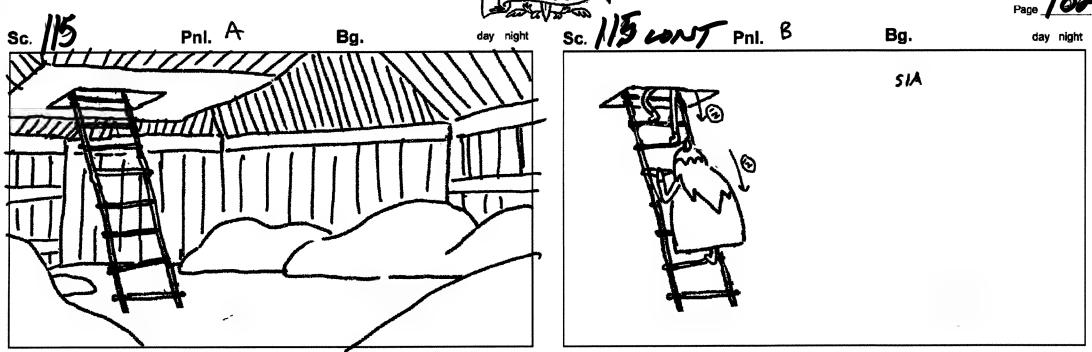
log: (K)+(ABD): (GIGGLING)		
ion: -IKT ABD LOOK AT EAC	l otner + Giggle	
		JUN 1 2 2013
ling:		

EPISODE#

ADVENTURE TIME





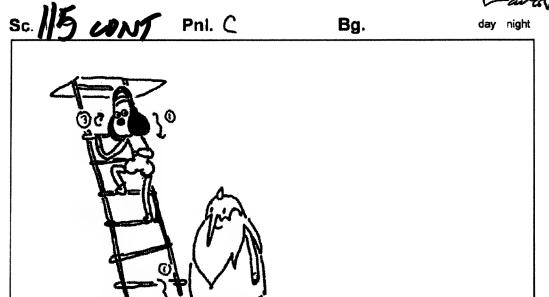


Dialog:	
Action:	
Action:	- IK + ABD CUMB DOWN LADGER INTO TREASURE ROOM JUN 1 2 2013
Timing:	

1,4,149



S/A



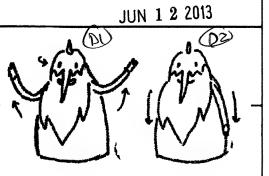
Bg.

Dialog: (ABD): WHORAA

(B- SEE? I TOLD YOU, ISN'T IT AWESOME?

Action: - ABD CLIMBS DOWN 2 STEPS - IK CLIMBS OFF LADOER

- ABD CLIMBS DOWN A STEP,



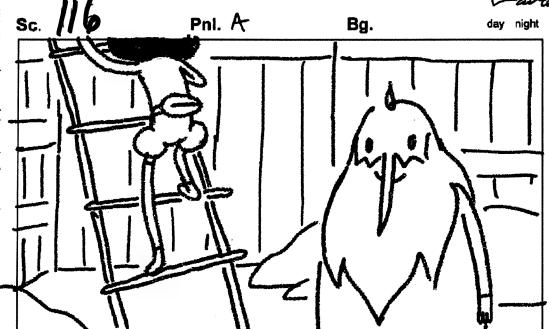
Production:

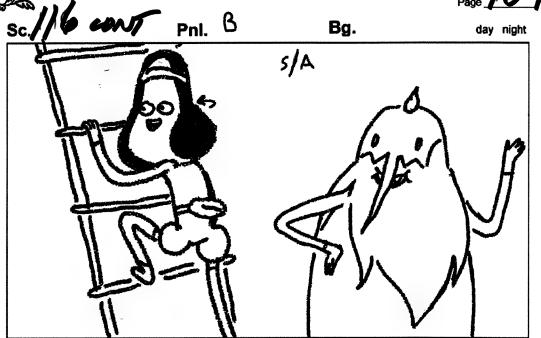
EPISODE #

Timing:







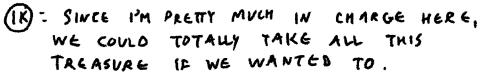


s/A	6	
4		

Dialog:	H.V

Action:

Timing:

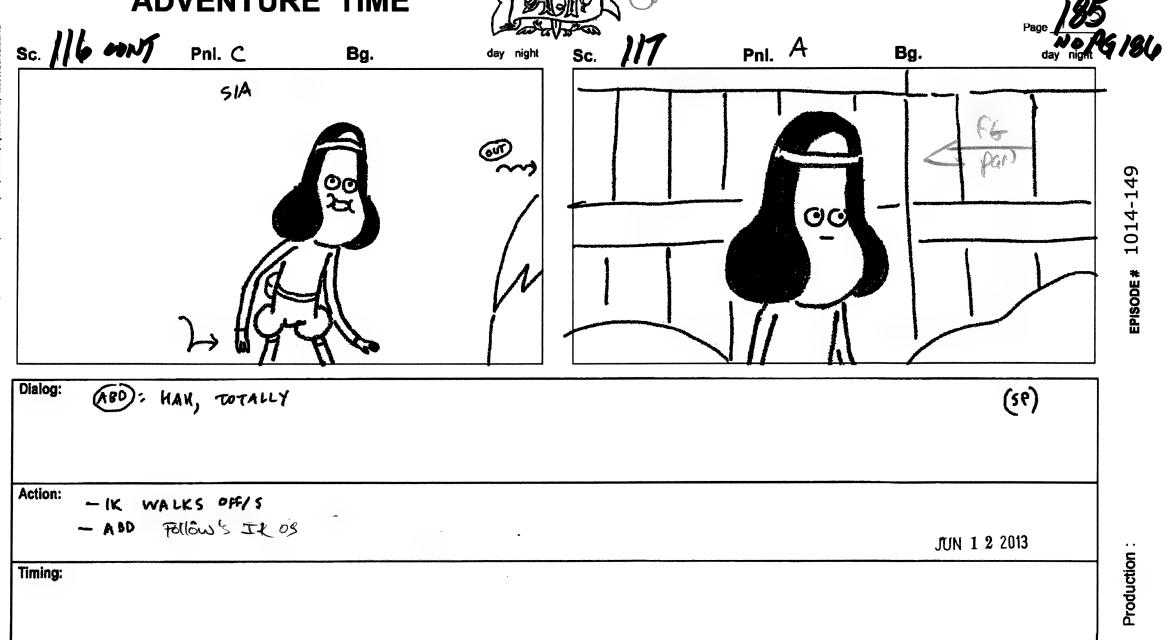


- ABD TAKES A STEP DOWN, TURNS HEAD

JUN 1 2 2013

Production:



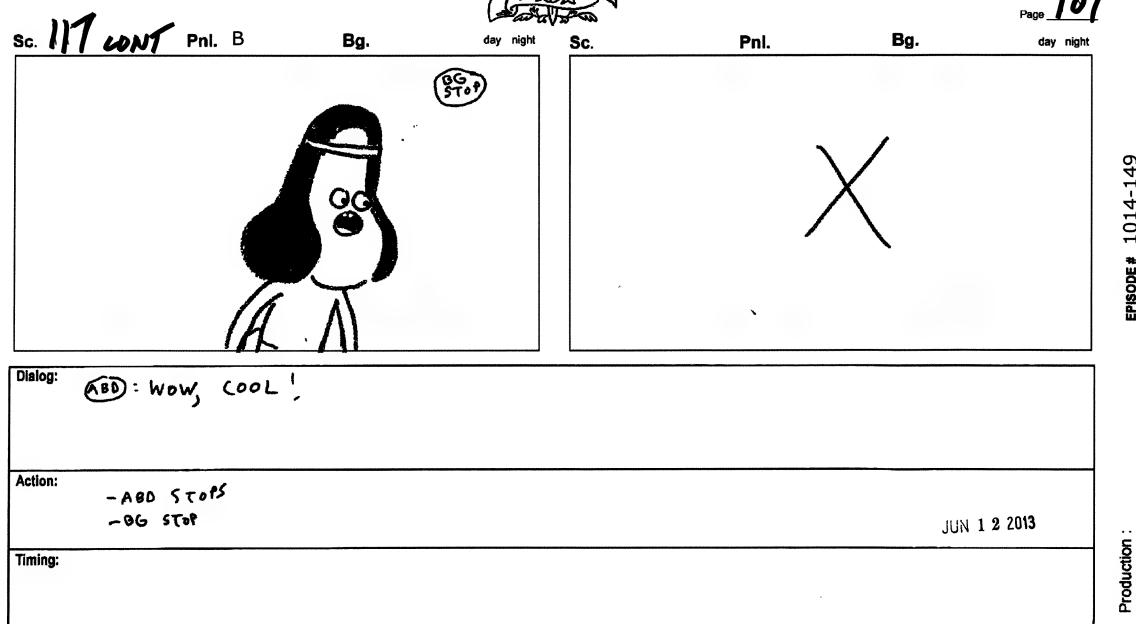


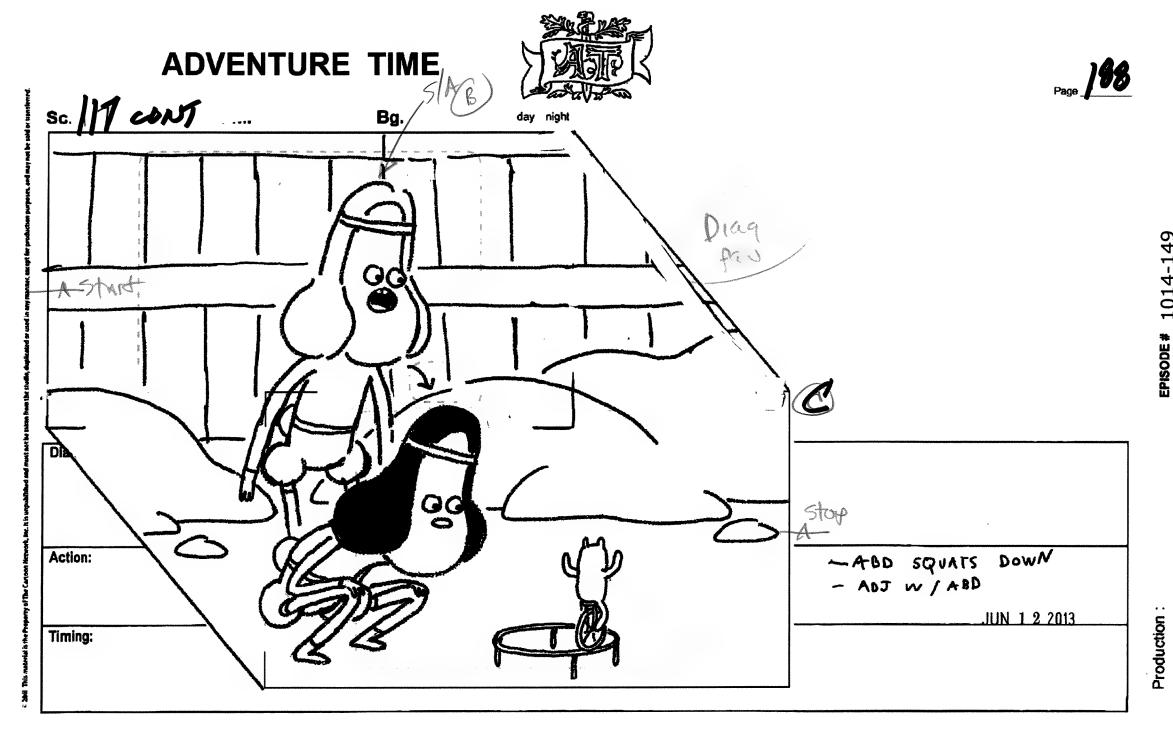
EPISODE# 1014-149

ADVENTURE TIME



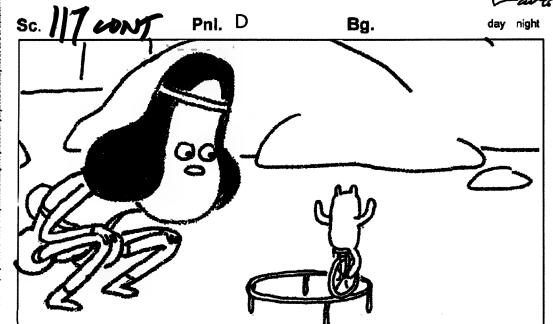


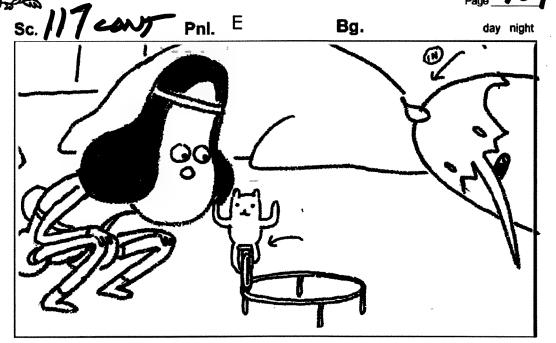












Dialog:

Timing:

BINKLEMYER

(ABD): OH ...

JN 12 2013

Action: - A MINIATURE BEAR TRAVELLING IN CIRCLES ON A

TIGHTWIRE HOOP

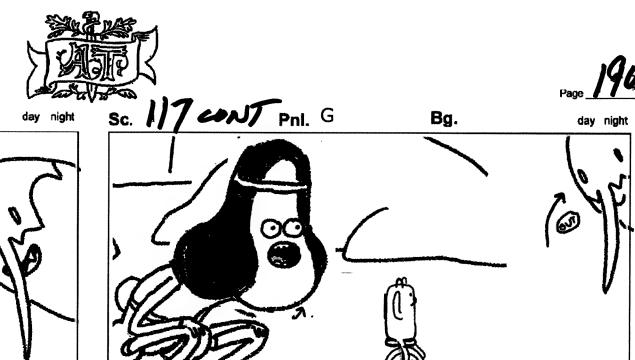
- IK'S HEAD POPS INTO SHOT cycle binklemyer

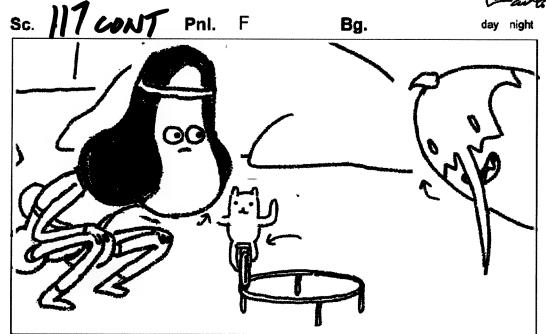
Production:

1014-149

EPISODE# 1014-149

ADVENTURE TIME





Dialog: (K); WANNA SEE SOMETHING
REALLY COOL?

Action: -ABO LOOKS UP AT IK

Timing:

ABD: YEAH

JUN 1 2 2013

1014.119

ADVENTURE TIME	TadaV	Sc. 1/8 CONT Prol. B BE	Page 19
Sc. Pnl. A Bg.	day night	Sc. 1/8 CON 7 Pnl. B Bs	day night
Dialog:	(S. <i>P.)</i>	PROMISE NOT TO FREAK	
Action:		-IK RAISES HIS INDEX FINGER	
Timing:			JUN 1 2 2013

EPISODE# 1014-149

101



Sc. 121 Pnl. A Bg. day night Sc. 121 con Pnl. B Bg. day night

Di	al	Oį	9:

0

Action:

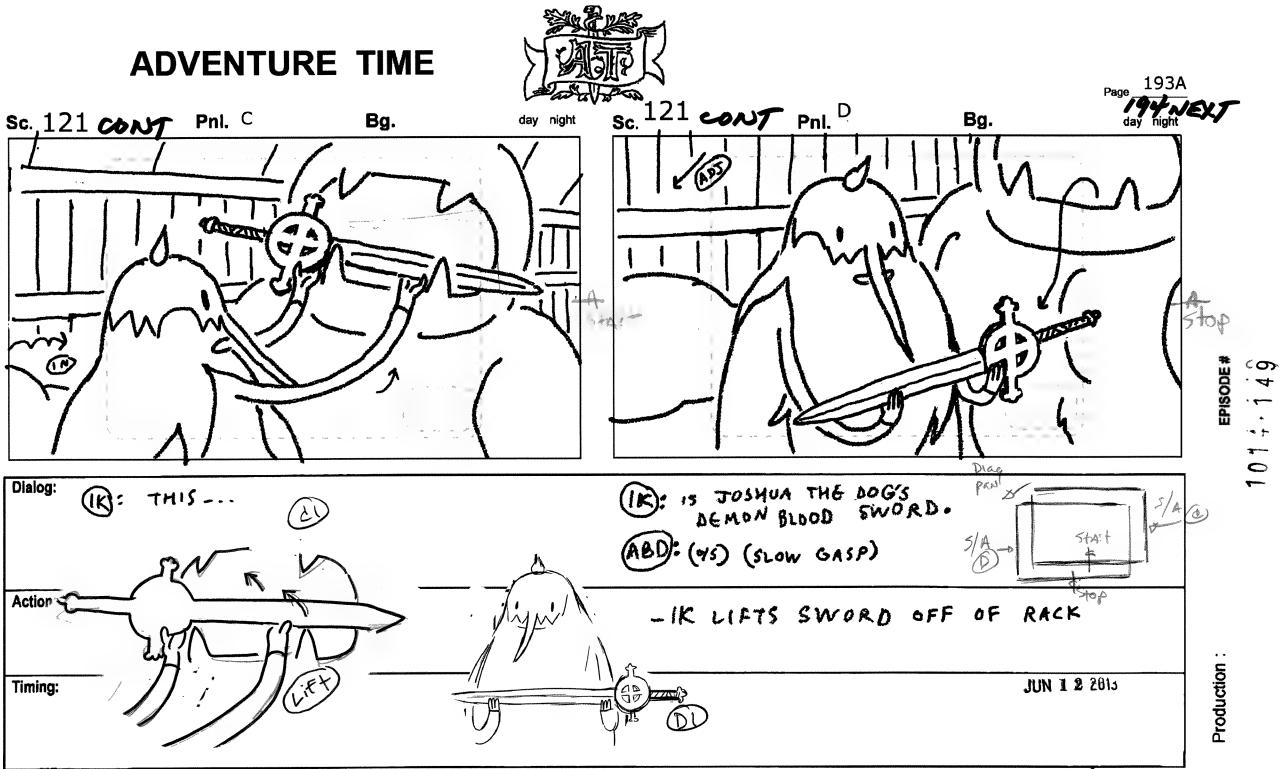
JUN 1 2 2013

Timing:

Production

1014 - 149

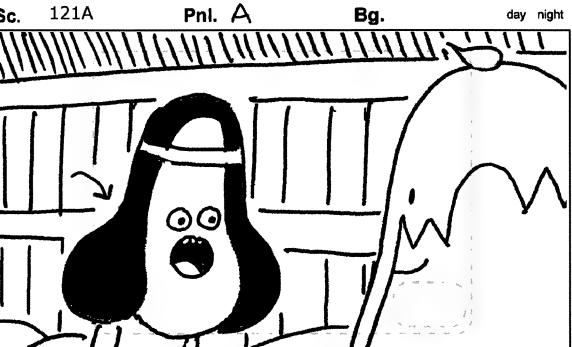
EPISODE#

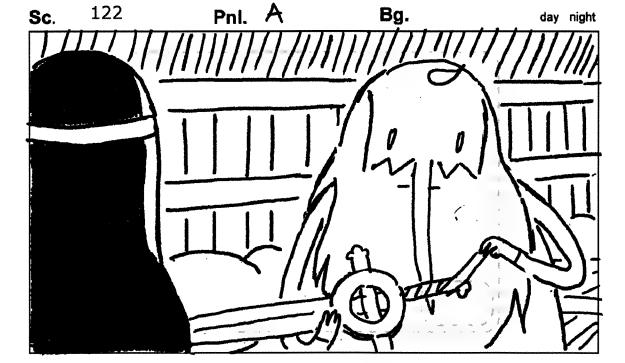


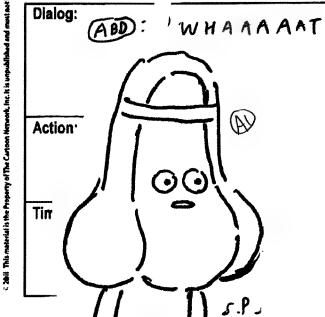
9

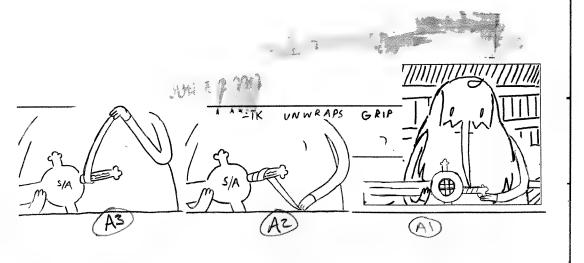


Page 195









Production:

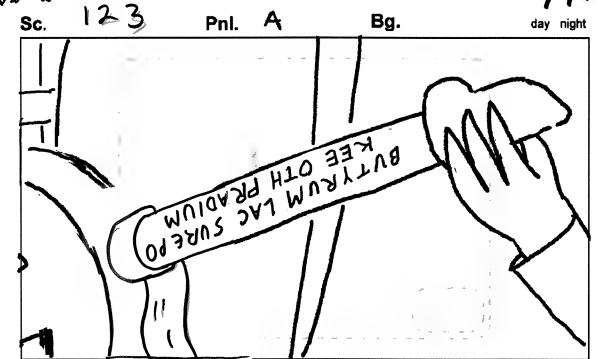
1014.149

1011, 119



Page 196

Sc. 122 MAY Pnl. Bg. day night



Dialog: (K): AND YOU SEE THESE WORDS?

(S.P.)

Action: -IK LIFTS UP SWORD
-ABD LEANS IN

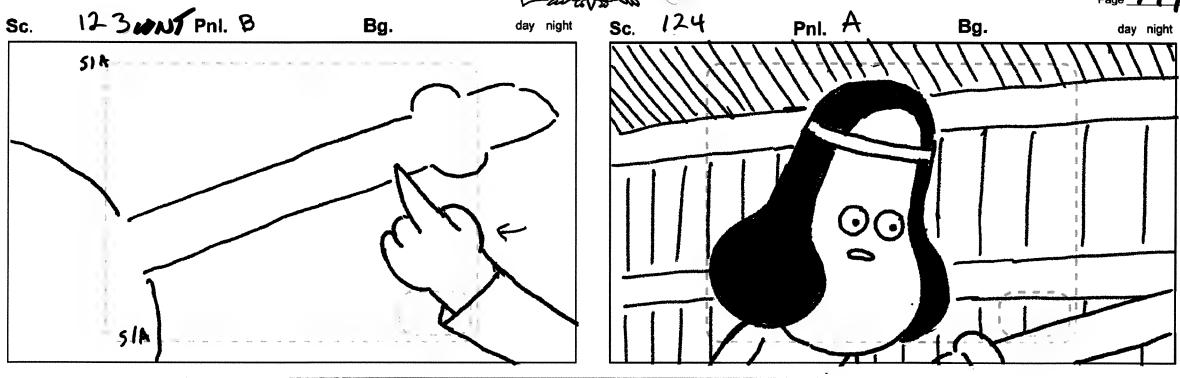
JUN 1 2 2013

Timing:

0

Production:





Dialog: (s.p.)

Action: POINTS TO WORDS -IK JUN 1 2 2013

Timing:



Page 198

Sc. 124 and Pnl. B Bg. day night

Sc. 12.5 Pnl. A Bg. day night

Dialog:

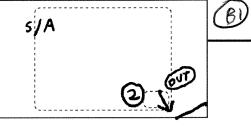
49

(K): IF YOU SAY THEM OUT LOUD, YOU CAN ACTUALLY SEE A VISION

Action: - ABD NODS

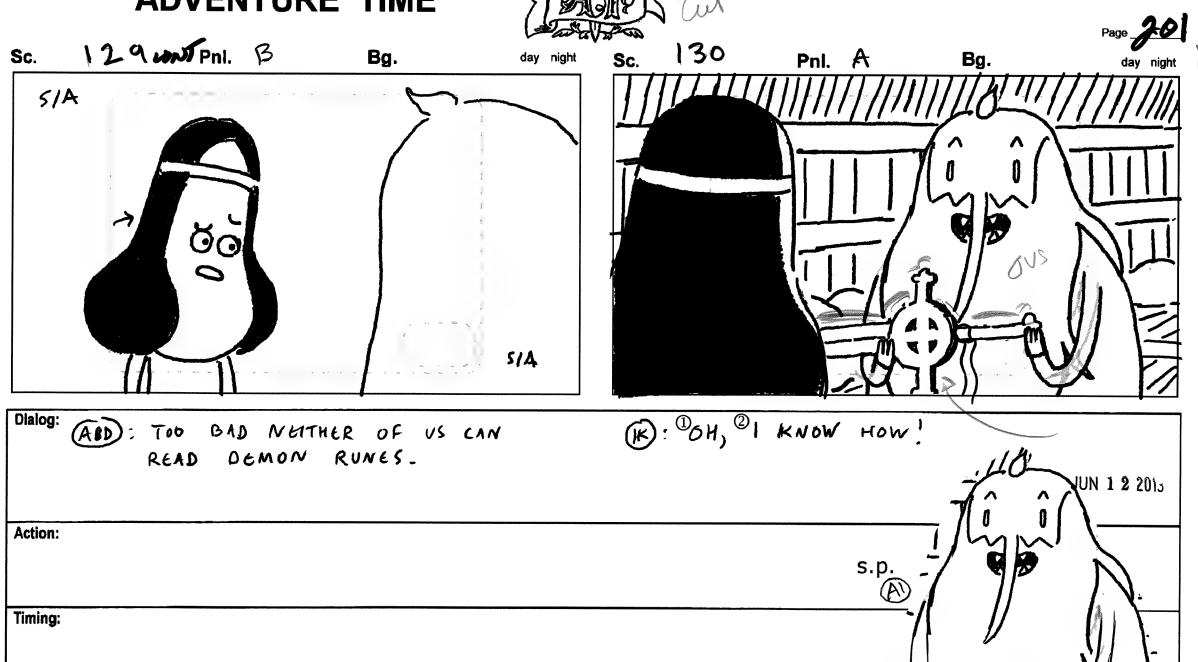
- SWORD IS LOWERED OFFIS

Timing:



JUN 1 2 2013



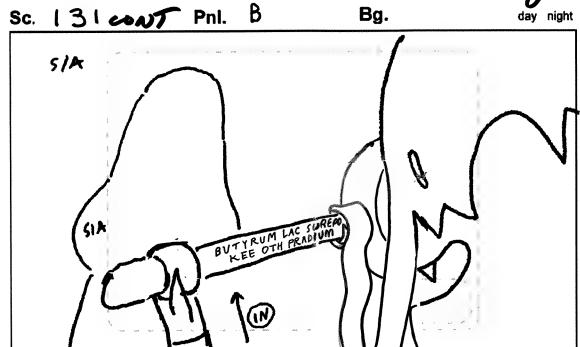


1111.119



Page John

Sc. 3 Pnl. A Bg. day night



Dialog:

>

(S.P.)

(K: (READS) BODTY RUM

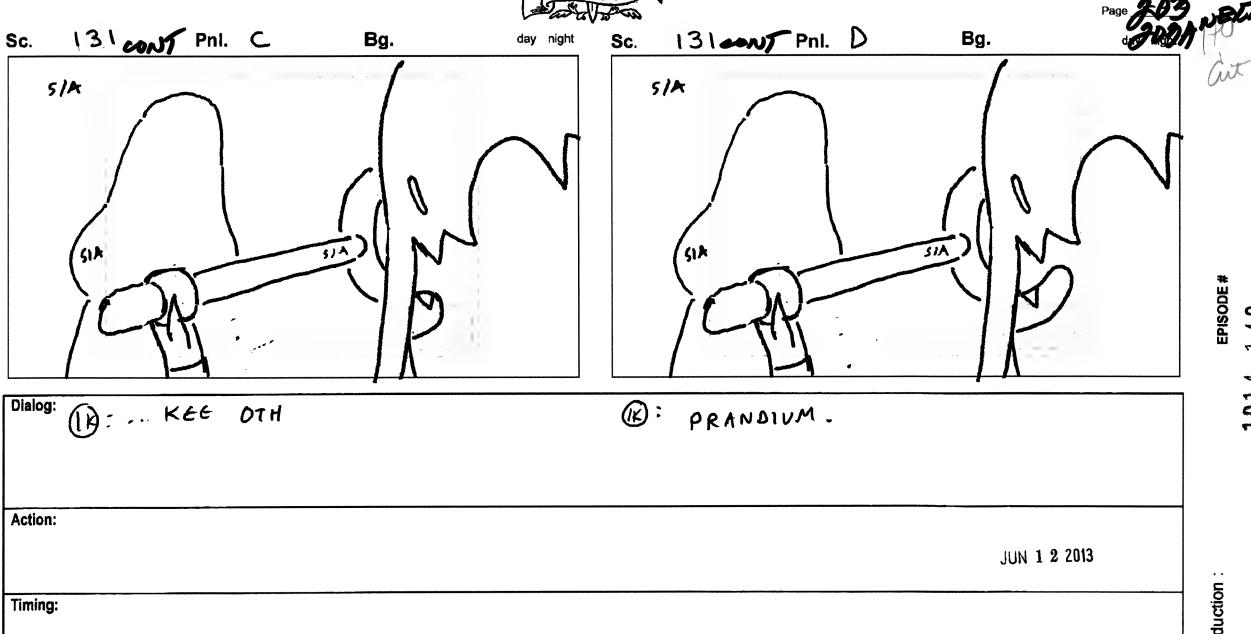
.. LAC SOOREEPO

Action:

JUN 1 2 2013

Timing:

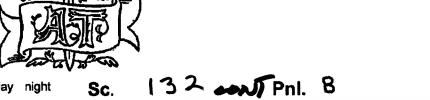




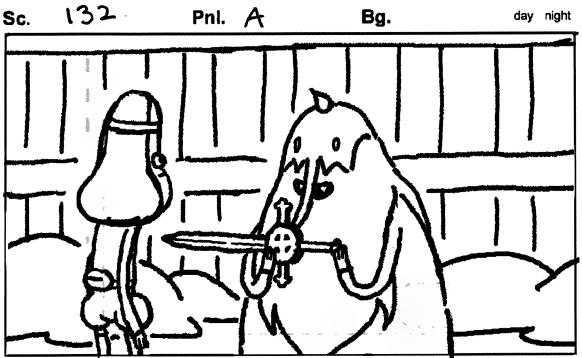
Timing:

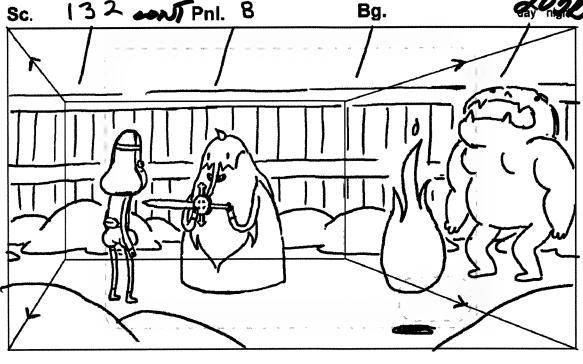
ADVENTURE TIME

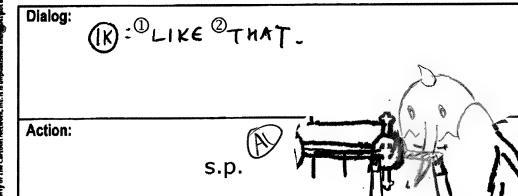












Kee Oth: ROOOOAAAAA-

- TRULK OUT - FIRE FORMS IN FG

JUN 1 2 2013



132 WNT Pnl. C Pnl. A Bg. Sc. Bg. S/A Dialog: OOPS

SFX: (BOUM)

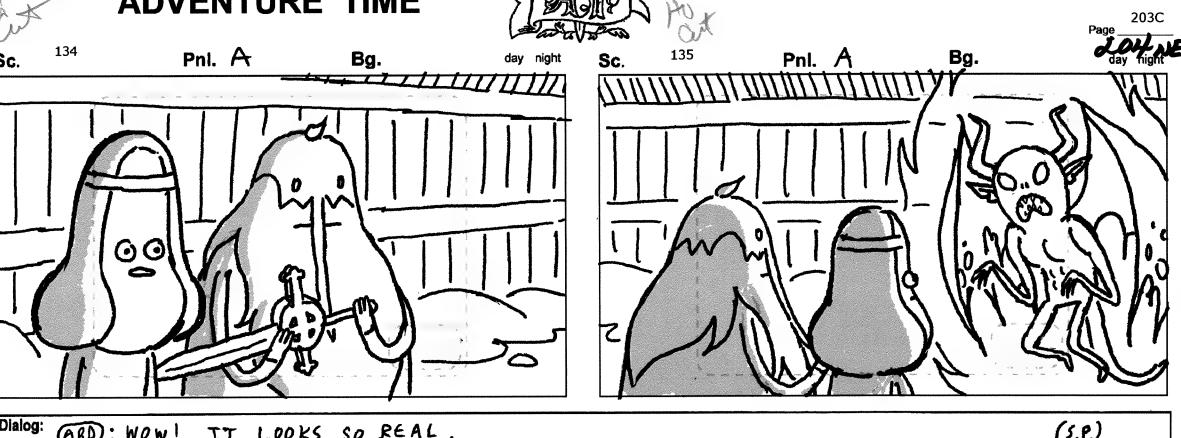
Action: - KEE OTH APPEARS - IK + ABD TURN TOWARD HIM

JUN 1 2 2013

Timing:







Dialog:	(ABD: WOW!	IT LOOKS	SO REAL.	<i>(</i> :	s.p.)

Action:

Timing:

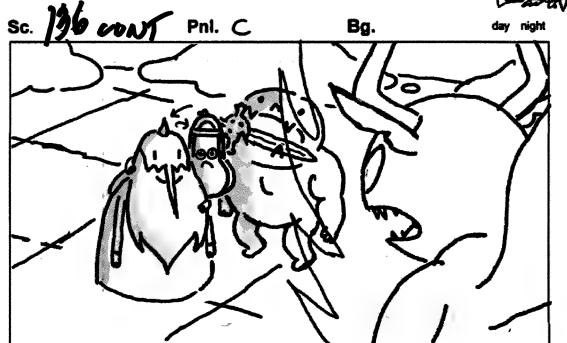
JUN 1 2 2013

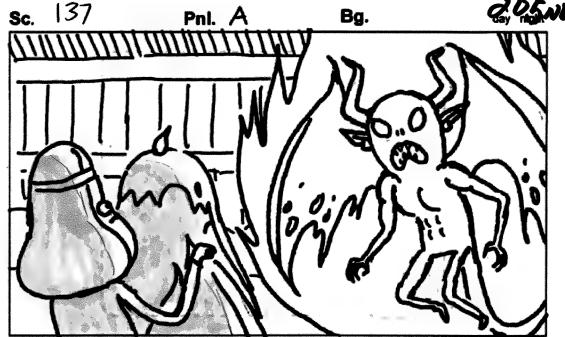
Production:

ADVENTURE TIME Sc. 135 CONT Pal. B Pnl. A Bg. Bg. day night Dialog: (B) AAAAH! (O: I AM REAL! -ABD RUNS BEHIND IK, HOLDS ON TO HIM Action: Production: JUN 1 2 2013 Timing:

1014







Dialog:

RO: BRING ME THE TRUE BEARER OF MY
BLOOD

SWORD ...

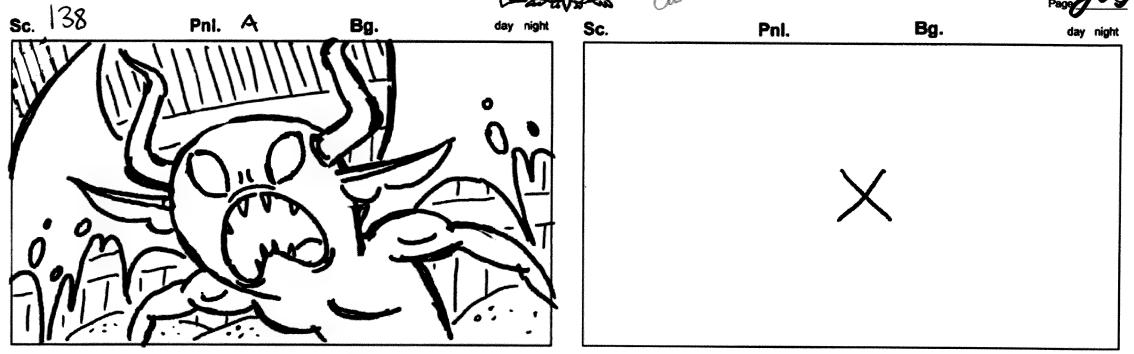
- IK LOOKS AT KO INNOLENTLY Action: - ABD HOLDS ON TO IK

Timing:







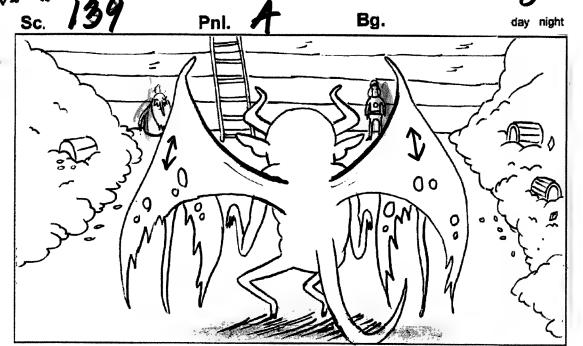


Dialog: (RD: OR I WILL DESTROY YOU BOTH!

Action:

Timing:

JUN 1 2 20:



Dialog:

KO: [GROWLING]

JUN 1 2 2012

Action:

treasure room,

Timing:

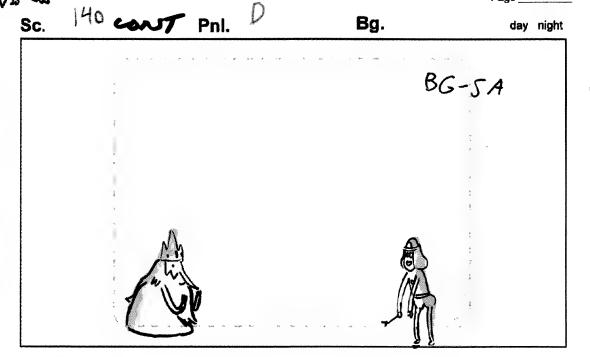


ABD:

Page 208

Sc. 140 00NT Pnl. Bg. day night

86-54



Dialog:	<u>Ik</u> :	Let's	fight	Kee	044
		ourse	ves	~	
Action:			(C)		.
Timing:	Talka ashana waka kawa ka			SIR)

1014·149

Nobody	can	de feat	US	if	we
work	+09.	ether.			

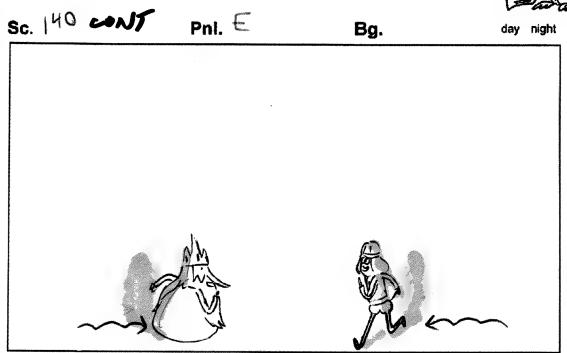
JUN 1 2 2013

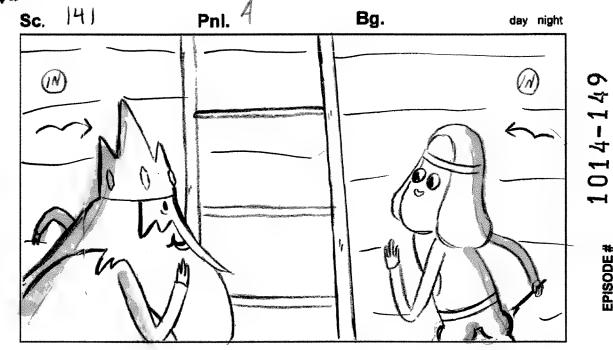
Production

EPISODE#



Page 20 9





Dialog:				
Action:		Out of the same of		
	-IK+ ABD	RUN TOWARDS EACH OTHER	-IK+ABO RUN ON/S.	
				JUN 1 2 2013
iming:				

Production:

EPISODE#



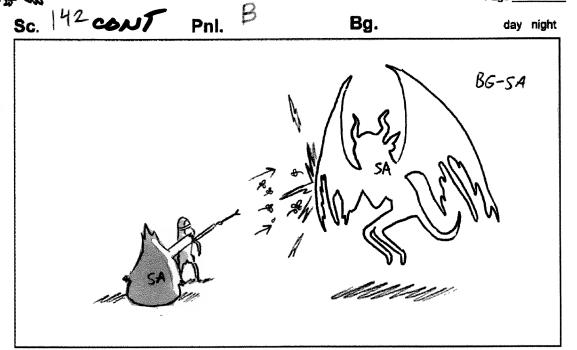






Page 211

Sc. 42 Pnl. A Bg. day night



IK: Rawr!

Action: ABD spinning around.

Action: ABD spinning around.

Timing:

Timing:

Production :

1014.149



Sc.

Page 212

Had Bg. day night

Bg. day night

Bg. day night

Bg. day night

Dialog:	Ko:	you're me!! Why	wasting Haha do you	your continu	powers e?!	on
		•	•			

Action:

Timing:

JUN 1 2 2013





Dialog:	ABD: (UNCERDAIN) UHH			
Action:	Kee 0th pushing in, It and 4BD back up.			
Timing:				

Production:

1014-149

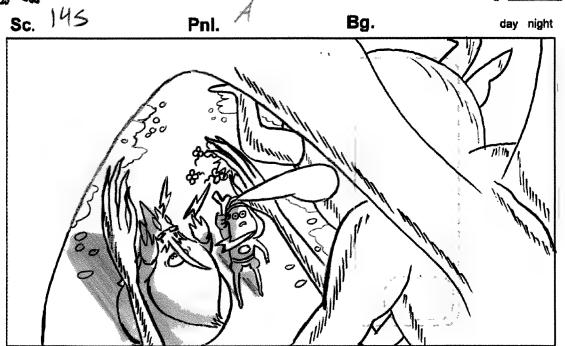
EPISODE#

1014-149



Sc. 144 Pnl. A Bg.

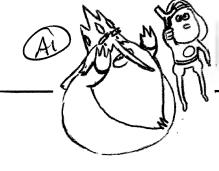
ADVENTURE TIME



Dialog: oh no, oh no, powerful! he's too IK+

1 PM

IK+ ABD: Ahhh!!!



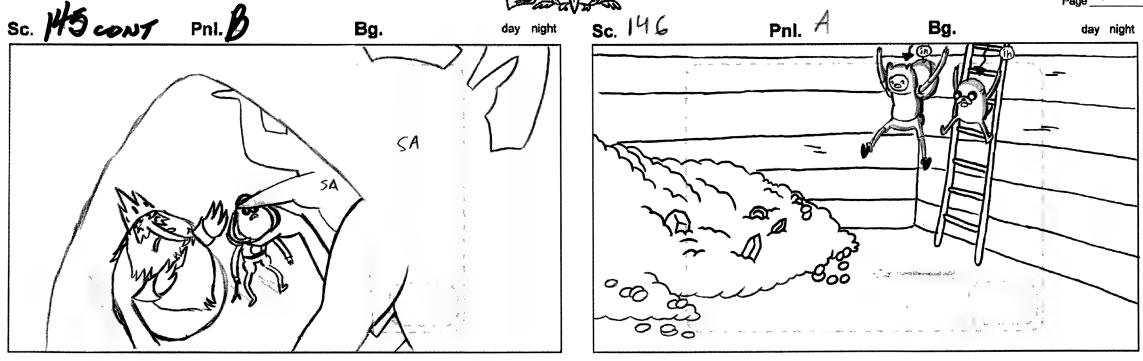
Action:

Timing:

JUN 1 2 2013



Page 2) 5



Dialog: IK + ABD: Ahhh... ARGH... Ahh!!!

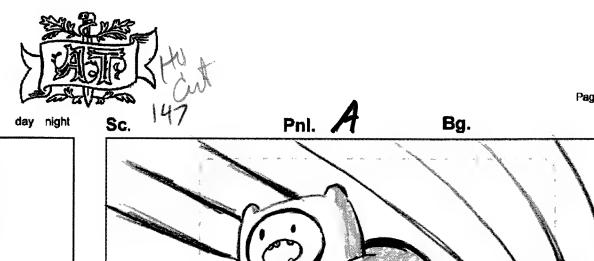
Action: - KO GRABS IK+ ABD BY THE NECK. -F+J JUMP ON/S

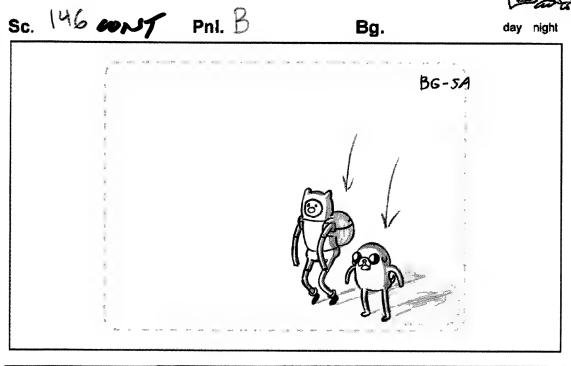
JUN 1 2 2013

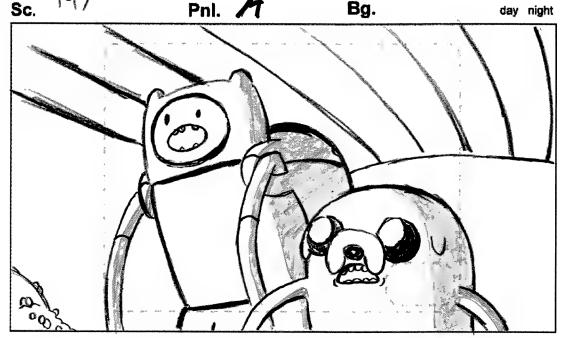
Timing:

Production:

ADVENTURE TIME







Dialog:	F#J. CGASP]	
Action: - F+J LAND.		JUN 1 2 2013
Timing:		

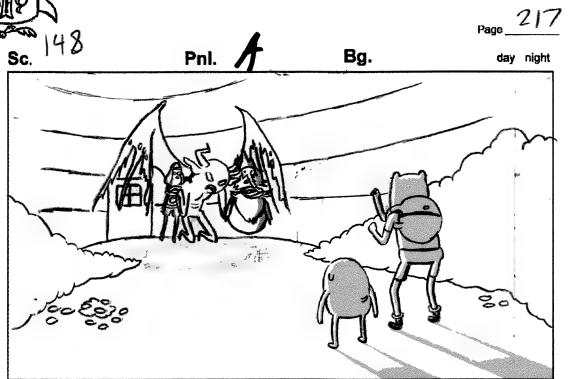
Production:

1016.119

ADVENTURE TIME



Sc. 147 cont Pol. B Bg.



Action: Kee Oth has Ik+ ABD by their throats. JUN 122013	Timing:			
Action: Kee Oth !! Kee Oth has Ik+ ABD				by their throats. Jun 122013
110. Kee Uth!!	Action:			Kee Oth has IK+ABD
		<u>FTU</u> .	Kee Oth!!	

1014.149

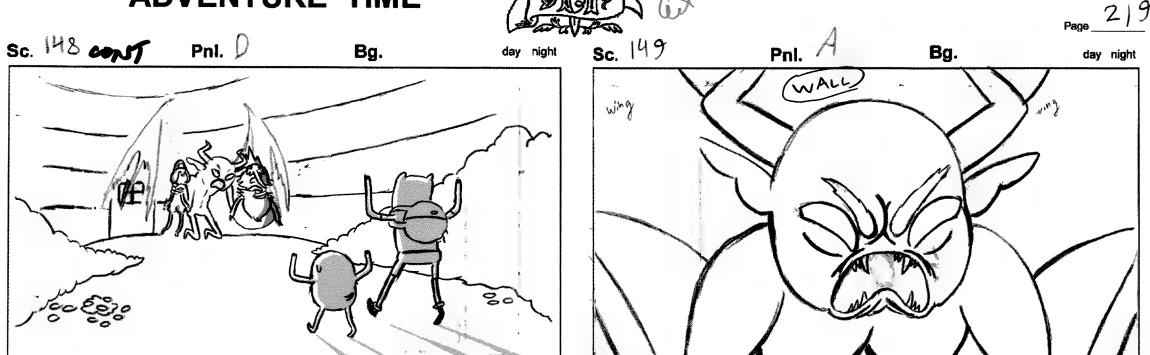
ADVENTURE TIME



Sc. 148 cont Pnl. B Sc. 148 CONT Pol. C Bg. Bg.

Dialog:	F+J: CIN	CANTATION Kee	O+h	Rama	PAN —
Action:	F+ J	movl	forwa	rd.	JUN 1 2 2013
Timing:					





Dialog: Ko: Don't say another word, Joshua.

stop/pausa.

F+J

Ko: or

their throats are

JUN 1 2 2013

Timing:

Action:

Production:

014 - 1

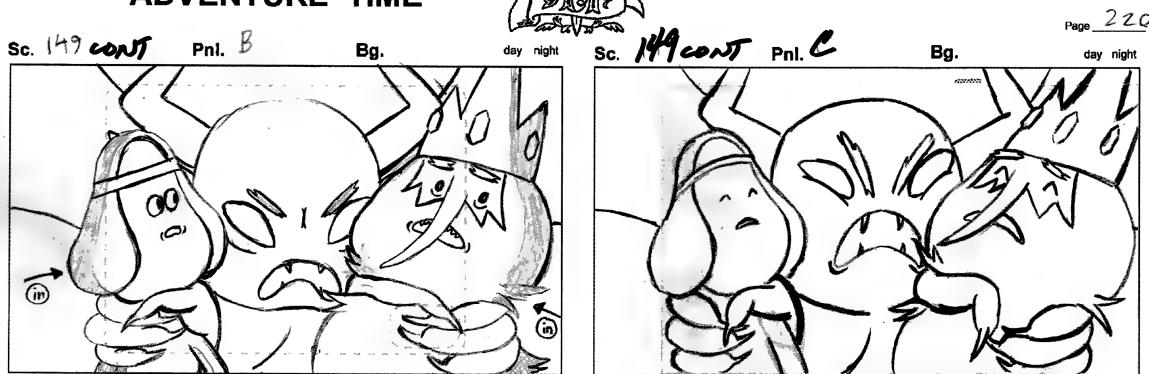
EPISODE#

1014.149

1014-149

ADVENTURE TIME





Dialog:	KEE going to a	ret it <u>k.o.</u> :	If you speak the words to banish me, I'll reduce your friends to ash.
Action:	O HODS UP IK + ABD.		

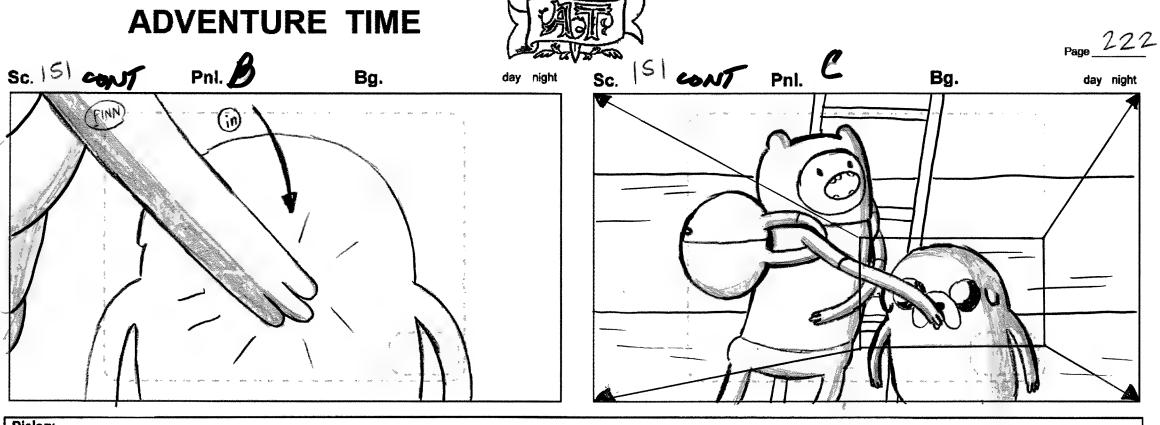
Timing:

11141119

JUN 1 2 2013

014-149

Production:



Dialog:

F: Dude!!

Action: _ Finn slaps his hand over Jake's

mouth.

_TRUCK OUT JUN 12 2013

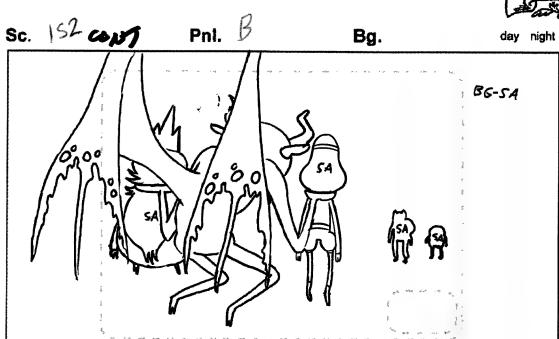
Timing:

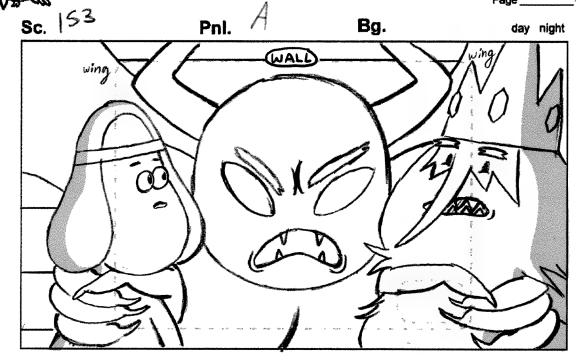
1014-149

ADVENTURE TIME



Page 224





Dialog: KO: bluffing, JOSHUA! If you do not willingly return my stolen blood, I will Destroy—

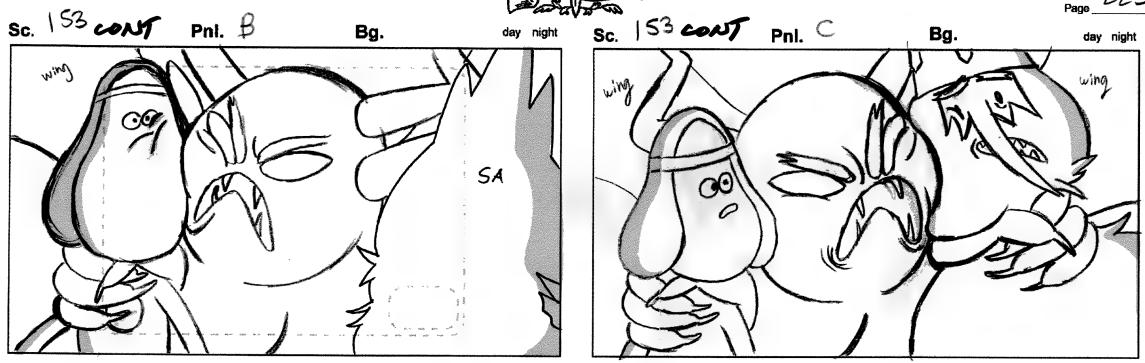
Kee Oth trying to make Ft J flinch by moving his head forward and back. Action:

JUN 1 2 7017

Timing:







1014-149

Production:

ko: and... Him!

Action:

Dialog:

Ko: I will Destrop Him!

kee Oth pointing with head.

JUN 1 2 2013

Timing:



Timing:

ADVENTURE TIME



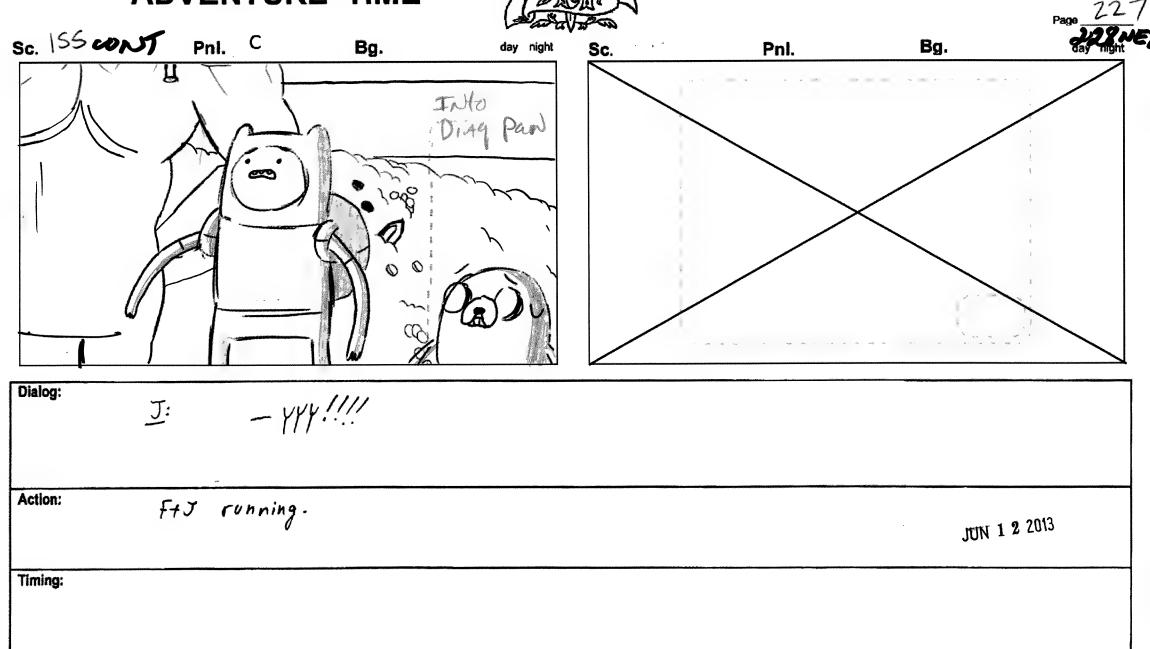
Sc. 155 Pnl. A Bg. Sc. 155 CONT Pol.

Dialog: J: Scary-Ah! The Sword! F+7 running. Action: JUN 1 2 PAIR

Production:

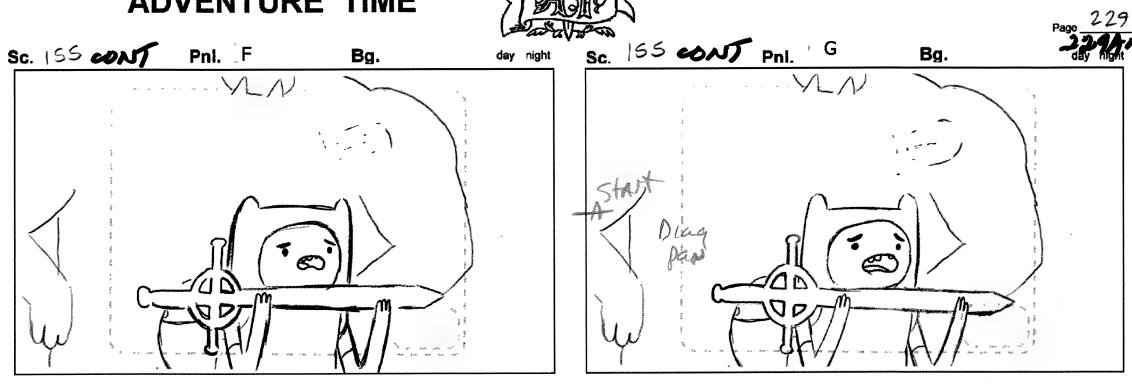
EPISODE#





ADVENTURE TIME Page 228 Sc. 155 CONT Pnl. D 165 cout Pal. E Bg. Bg. day night ! Uert pan DOWN JUST CAN'T DO IT, Vest JUN 1 2 2013 QD. -F GRABS SWORD - F TURNS (EZ) 1 W/ ACTION - ADJ. Production: 5(A) 1014.149





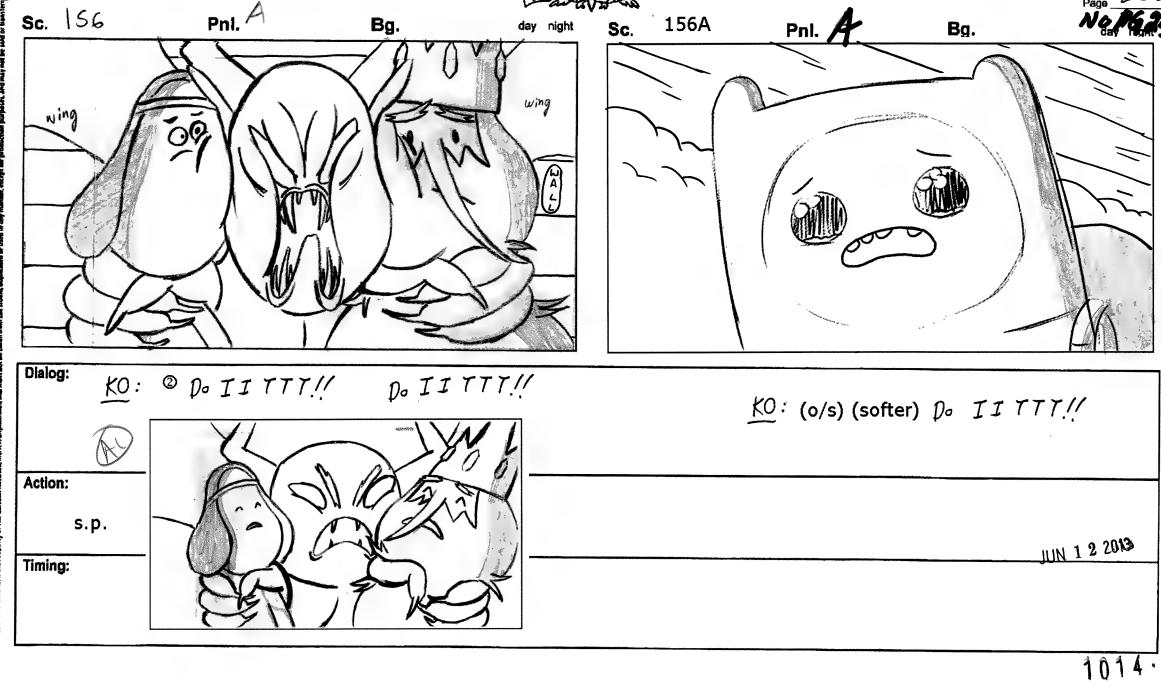
Dialog:	F: This is Dad's sword!	F: it's going to break my heart!
Action:		JUN 1 2 2013
Timing:		

1014.149



Sc. 155 was Sc. 155 Pnl. I Pni. H Bg. day night Bg. SA SA 0 Dialog: have other You don't choice. J: <u>J</u>: Do it! Action: Duag starta JUN 1 2 2013 Production: Timing:

1014.149



014:149

1014-149

EPISODE #

day night

157

Sc.

Pnl.

Bg.

ADVENTURE TIME

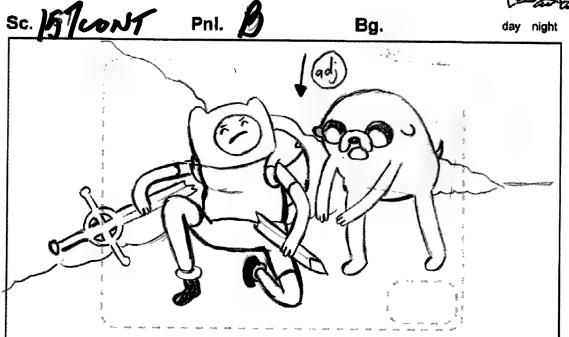
Bg.

Pnl.

Sc.



Page 231



Sc. 157 CANT Pnl. C Bg. day night

BG-5A

Dialog: F: Urrhhg!!

Note to TIMING, A NIMATE THROUGTHIS \$ POSE

Action: - Finn snaps sword in half.

- ADJ. WI ACTION.

Timing:

Production:

1014-149

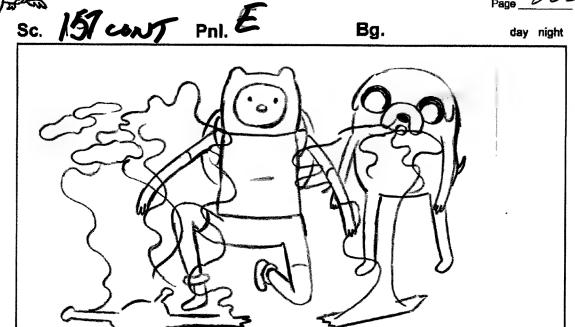
AM 12 MM

#2000E#



Page 232

Sc. 151 CONT Pol. D Bg.

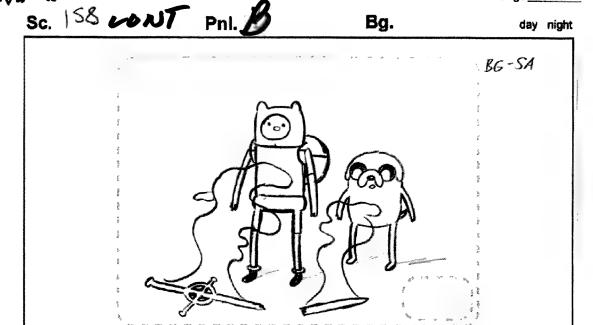


Dialog:						
Action:	- Sword	h alves	starts	clouding.	-BLOOD MIST RISES FROM SWORD,	
Timing:						JUN 1 2 2013
•						



Page_233

Sc. 158 Pnl. Bg.



Dialog: Action: -F+J STAND UP. JUN 1 2 2013

Timing:

Production:

014

EPISODE#

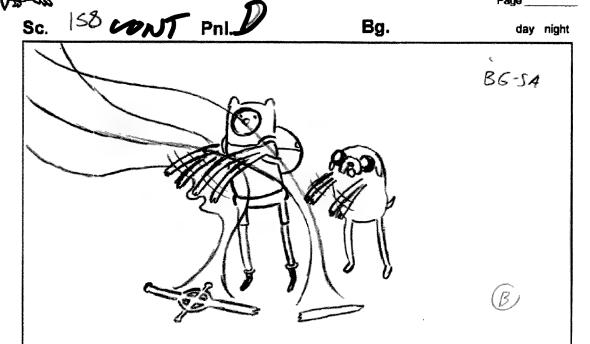
(O)



Page ____234

Sc. 158 CONS Pnl. C Bg. day night

BG-5A



Dialog:

Action:

3,3×_

-F+J WAVE ARMS TO DIRECT BLOOD MIST.

JUN 1 2 2013

Timing:

Production:

1014.149

1014,149

1014-

EPISODE#

1014.14

Action:

Timing:

Production :

Sc. Pnl. Bg.

Dialog:

ADVENTURE TIME 161 Pnl. Bg. Sc. Pnl. Bg. 1014-1 EPISODE# Dialog: Blood enters K.O. Action: ____ 1 2 2013 Production: Timing:

1014.149

\bigcirc 0

ADVENTURE TIME



239

				Page			
Sc.	162 CONT Pol. B	Bg.	day night	Sc. 162 WNT	Pnl.	Bg.	day night
					A SI		
Dialo	og:					-	

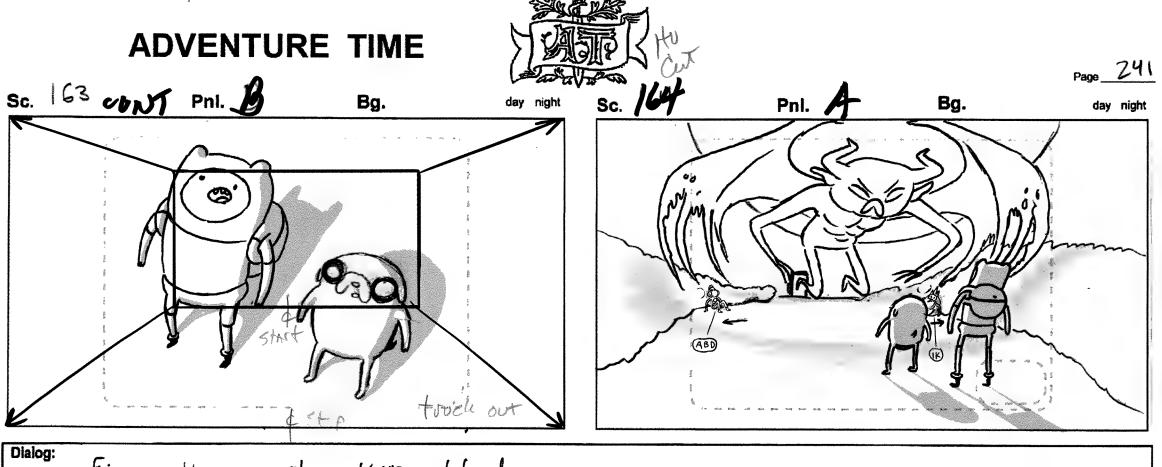
Action: ABD + IK aside. KO pushes JUN 1 2 2013 Timing:

Production:

EPISODE#

101

EPISODE #



F: You got your blood. Now get outta here.

JUN 1 2 2013

-TRUCK OUT.

Kee Oth grows enormous. Kee Oth pressed against cailing. It + ABD back up.

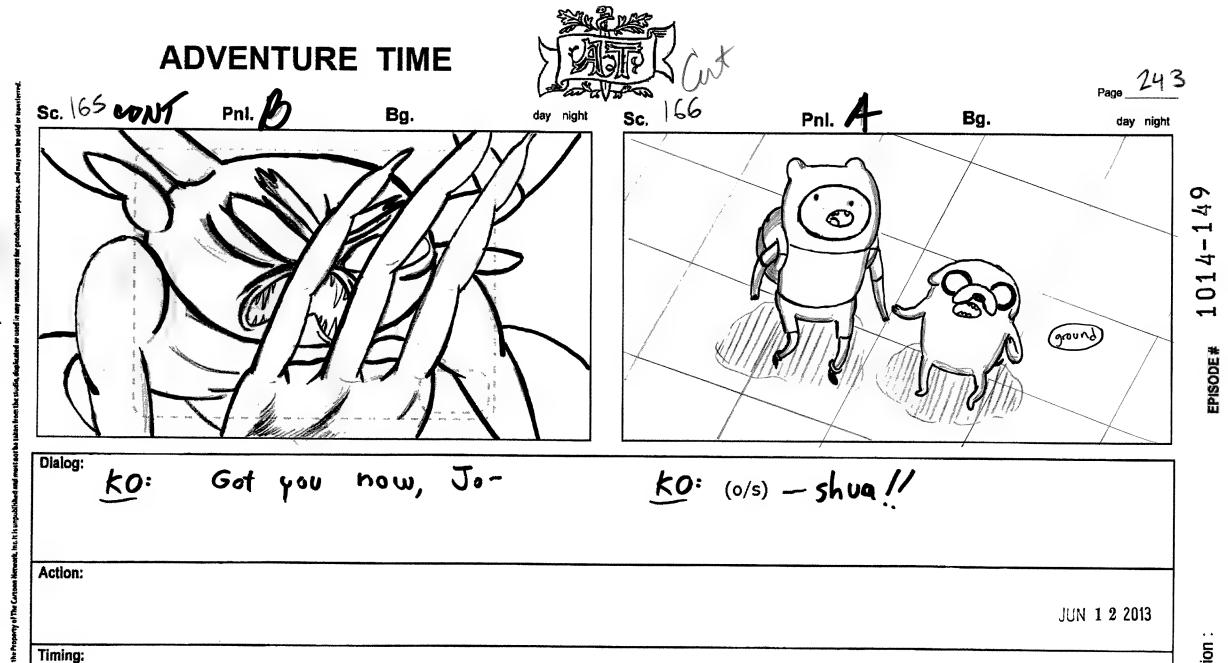
Timing:

Action:

Production:

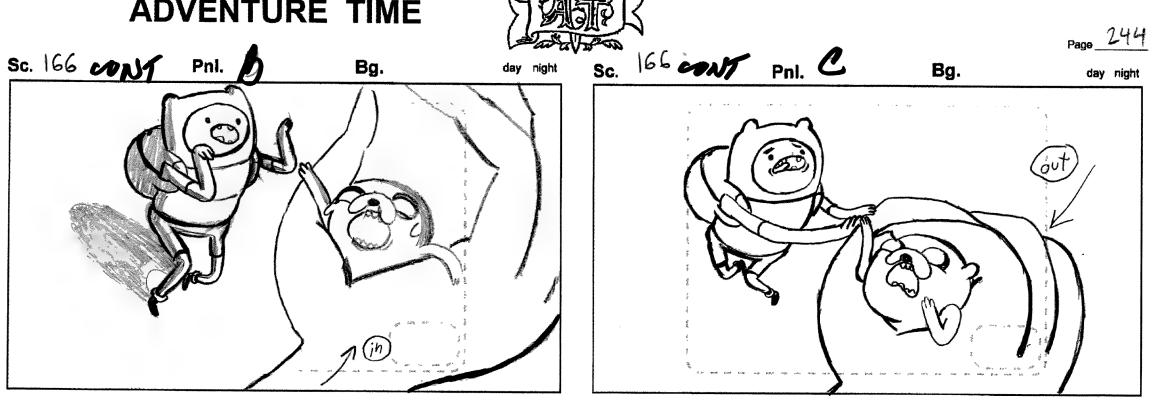
ADVENTURE TIME	7 Mare K W			Page 242	
Sc. 164 6001 Pnl. Bg.	day night Sc. 165	Pnl. A	Bg.	Page 27 2	-
	wing		WALC	wing	1014-149
Dialog: Ko: Alright, I'll go	to: Si	ke!!			
Action:					
Timing:			JUN 1	2 2013	ion :
					Production:

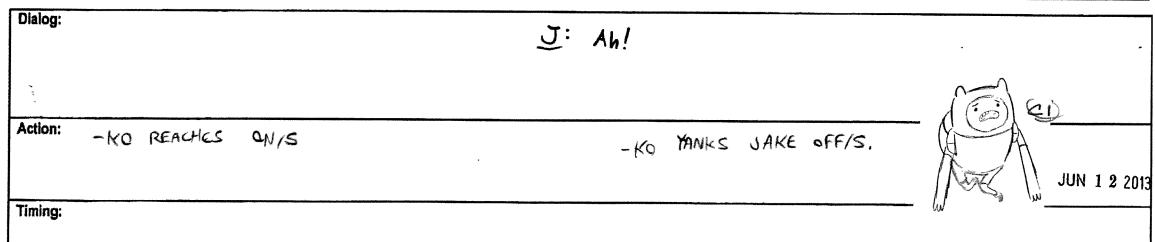
1014:149



Production:





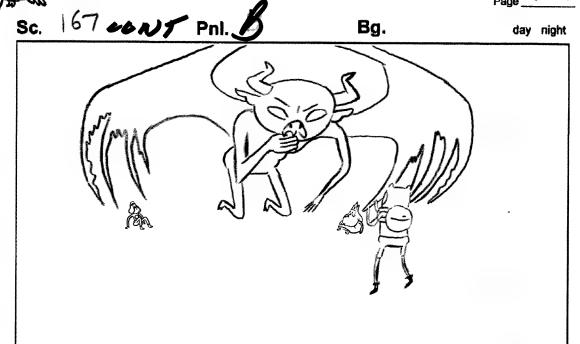


1014.149





Sc. 167 Pnl. A Bg.



Dialog: Ha! ha! ha! KO:

Action:

Timing:

Production:

JUN 1 2 2013

49

ADVENTURE TIME



Page 246 Sc. 167 CONT Pol. day night Bg.

Sc. 167 CONT Pol. C Bg.

Dialog:	_

Action:

KO

vanishes in flame.

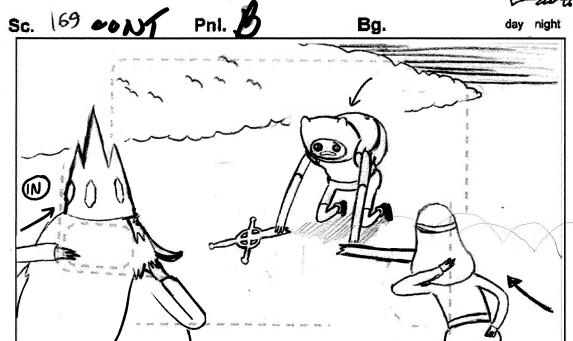
(Dad's Dungeon)

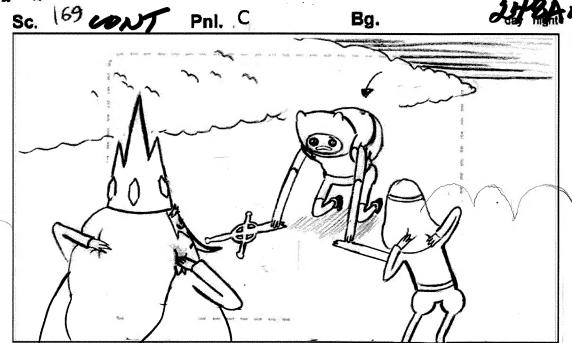
Timing:

JUN 1 2 2012

1014.







Dialog:

Action: Finn kneels down.

JUN 1 2 2013

Timing:

Production:



Sc. Pnl. Bg. day night

170 Pnl. A Bg. Sc.

Dialog:	
Action:	A
Timing:	/ SA

ABD: Uh, HEY SO I-I SHOULD BE GETTING home ...

JUN 1 2 2013

CYCLE (D,Q),(D,Q) RUBBING NECK.

Production:

1014-149

EPISODE#

1014-149

49



Page 250

Sc. 172 CONS Pol. B Bg. day night

Sc. 173 Pnl. A Bg. day night

GROUND

Dialog:

IK: (0/s) - for weeks.

F: Jake?...

Action:

- FINN is. Shell-shocked

TO BE CONTINUED

The End

Timing:

JUN 1 2 2013

Production: